

# Circle of the Tundra

Tundra druids inhabit lands where long winters and icy landscapes prevail. They help creatures living in these areas survive when conditions are at their most inhospitable, preventing outsiders from coming into the arctic climes and disrupting the balance of nature. They use their druidic abilities to take the forms of polar creatures, giving them the ability to watch regional happenings from a safe vantage, and they use their magic to confuse and hinder intruders and outsiders. While they are not necessarily evil, these druids' attitudes and demeanors often reflect the harsh, barren climates in which they reside.

## Circle of the Tundra Features

2nd	Circle Spells, Arctic Recovery
6th	Tundral Respite
10th	Boreal Safeguard
14th	Polar Succor

## Circle Spells

*2nd-level Circle of The Tundra feature*

Your mystical connection to the land grants you access to certain spells.

At 2nd level, you learn the *ice barrage* cantrip. You may also choose *ray of frost* as one of your druid cantrips.

At 3rd, 5th, 7th, and 9th and level you gain access to the spells listed for that level in the Circle of the Tundra 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.

At 11th level, you may choose *wall of ice* as a druid spell.

## Circle of the Tundra Spells

3rd	<i>hold person, buffeting eddies</i>
5th	<i>slow, sleet storm</i>
7th	<i>freedom of movement, auroral winds</i>
9th	<i>hold monster, control winds</i>

## Arctic Recovery

*2nd-level Circle of The Tundra feature*

Starting at 2nd level, you can regain some of your magical energy by drawing sustenance from your arctic surroundings. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

## Tundral Respite

*6th-level Circle of The Tundra feature*

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, when you begin a short rest, choose up to six creatures (including yourself) taking the short rest. One of the chosen creatures can remove one level of exhaustion at the end of the short rest.

Once you use this feature, you can't use it again until you finish a long rest.

## Boreal Safeguard

*10th-level Circle of The Tundra feature*

At 10th level, you gain the ability to protect yourself and those around you from the ravages of both fire and cold. As a bonus action, you create a magical aura of cool air centered on you. The aura moves with you, emanating from you in a 30-foot radius, and does not require concentration. All creatures you choose in the aura have resistance to cold and fire damage for 1 minute or until you are incapacitated or die.

You can use this ability a number of times equal to your proficiency modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Polar Succor

*14th-level Circle of The Tundra feature*

At 14th level, your connection to the harsh climates of the tundra allows you to become one with the natural elements. If you drop to 0 hit points and don't die outright, you drop to 1 hit point instead. You also gain a fly speed, a swim speed, and a burrow speed equal to your walking speed for a number of minutes equal to half your druid level (minimum of 1).

Each creature of your choice within 30 feet of you that you can see takes cold damage equal to 2d10+ your druid level.

Once you use this feature, you can't use it again until you finish a long rest.

# Spells

The frozen north is home to magic all its own, frequently harvesting the unique environment, or helping one survive it. Below is a selection of some of the druidic spells that might be found there, including **Circle of the Tundra** spells. The spells are listed in level order.

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## Ice Barrage

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You conjure razor-sharp shards of frigid ice and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 piercing damage. The spell creates more than one shard when you reach higher levels: two shards at 5th level, three shards at 11th level, and four shards at 17th level. You can direct the shards at the same target or at different ones. Make a separate attack roll for each shard.

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## Brittle

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** 15 ft.

**Components:** V, S

**Duration:** Concentration up to 1 minute

You freeze a non-magical weapon held by a creature that you can see within range, causing the weapon to become extremely brittle. The next time the weapon is used to make an attack, the creature holding it must succeed on a Dexterity saving throw or the weapon shatters and is destroyed after the attack is resolved. If the saving throw is successful, the weapon is unharmed and the spell ends.

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## Climbing Spikes

*1st-level transmutation*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a nail)

**Duration:** 8 hours

Icy spikes grow from the boots and gloves of a creature you touch. Until the spell ends, the creature has advantage on any checks made to climb or maintain their balance on icy or rocky terrain, and they ignore difficult terrain created by ice or deep snow. The spell ends early if the boots or gloves are removed.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd or higher level, you can target one additional creature for each slot level above 1st.

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## Conjure Compass

*1st-Level conjuration (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a small stone)

**Duration:** 8 hours

You temporarily enchant a small stone to emit a gentle tug when the creature holding it faces north.

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## Leomund's Tinier Tent

*1st-level evocation (ritual)*

**Casting Time:** 1 minute

**Range:** Self (variably sized hemisphere)

**Components:** V, S, M (a stake and a short length of twine)

**Duration:** 8 hours

An immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave the area. The dome adjusts in area to allow you to lay down comfortably, but no other creatures can fit inside. The spell fails if any other creatures are within the area. You can move through the dome freely, but all other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but is transparent from the inside.

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## Thaw

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 30 ft.

**Components:** V, S

**Duration:** Instantaneous

You melt an area of ice and snow that you can see within range. Three 10-ft. cubes anywhere within 30 feet of you are instantaneously melted. The resulting water is not magical and will refreeze normally.

Instead of melting ice and snow, you may choose to instead target a single creature with 30 feet that is made of ice or snow such as an ice mephit or a simulacrum. The creature must make a Constitution saving throw. On a failed save the creature takes 3d6 fire damage, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you may affect an additional 10-ft. cube or increase the damage by 1d6 for each slot level above 1st.

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## Buffeting Eddies

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self (5-foot-radius)

**Components:** V, S, M (a tiny paper fan)

**Duration:** Concentration, up to 1 minute

You conjure an aura of buffeting winds that surrounds you in a 5-foot radius. Until the spell ends, the aura moves with you, centered on you. Any creature has disadvantage on ranged weapon attacks made against a creature within the aura.

Additionally, as a bonus action, you can assail one creature of your choice within the aura with a blast of wind. The creature must succeed on a Strength saving throw or be pushed 10 feet away from you and fall prone.

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## Freezing Blast

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot line)

**Components:** V, S, M (a white dragon's scale)

**Duration:** Instantaneous

A line of frigid air 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must succeed on a Constitution saving throw. A creature takes 2d10 cold damage on a failed save, or half as much damage on a successful one.

The ground in the area of the spell is also covered in a thick coating of slippery ice for 1 minute. The ice is difficult terrain and a creature that enters the area or starts their turn there must succeed on a Dexterity saving throw or fall prone.

## Frozen Flame

*2nd-level transmutation (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a source of fire at least as large as a torch)

**Duration:** 8 hours

The fire's flames solidify into translucent orange, red, and yellow crystals. For the duration of the spell, the fire continues to radiate heat and light without consuming fuel and can't be extinguished by heavy winds.

## Icicle Trap

*2nd-level abjuration*

**Casting Time:** 10 minutes

**Range:** 15 ft.

**Components:** V, S, M (a piece of glass shaped like an icicle)

**Duration:** Until dispelled or triggered

When you cast this spell, you create a 10-foot square area of icicles on a ceiling, doorway, or similar overhang. The icicles fall when a creature or creatures walk beneath them, dealing 4d6 piercing damage. Creatures that succeed on a Dexterity saving throw take half damage. You can set conditions for creatures that don't trigger the *icicle trap*, such as exempting yourself or those who say a certain password.

A successful Intelligence (Investigation) check against your spell save DC recognizes the icicles as dangerous and likely to fall. The icicles are destroyed if they take 15 points of fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## Snow Shoes

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

A creature that you touch becomes able to walk in snow rather than sink into it. The creature can move across and climb icy or snowy surfaces without needing to make an ability check.

Additionally, difficult terrain composed of ice or snow doesn't cost extra movement. A creature benefiting from this spell leaves behind no tracks or other traces of its passage and can't be tracked except by magical means.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you may affect an additional creature or extend the duration by 1 hour for each slot level above 2nd.

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## Charm Elemental

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

You attempt to charm an elemental you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or higher level, you can target one additional elemental for each slot level above 3rd.

The creatures must be within 30 feet of each other when you target them

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## Auroral Winds

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 150 ft.

**Components:** V, S, M (a candle wrapped in silver wire)

**Duration:** Concentration up to 1 minute

You call the flickering lights and howling winds of the far north to fill a 30-foot-radius sphere. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing.

Any creature that starts its turn in the area takes 6d6 radiant damage. Any creature that ends its turn in the area must succeed on a Constitution saving throw or have its speed reduced by 10 feet until the end of their next turn. Creatures that are immune to cold are immune to this reduction in speed.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

## Heart of Ice

*4th-level abjuration*

**Casting Time:** 1 reaction, which you take when you take cold damage

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You have immunity to cold damage until the start of your next turn. Also, you regain a number of hit points equal to half of the cold damage that triggered the spell.

## Invigorate

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (powdered silver worth at least 50 gp, which the spell consumes)

**Duration:** 8 hours

You imbue up to three creatures with protection against weariness, granting them advantage on any saving throws made to resist gaining levels of exhaustion.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher level, you can target one additional creature for each slot level above 4th.

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## Hibernate

*6th-level enchantment*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a pinch of sand)

**Duration:** Concentration, up to 1 hour

With a casual wave of your hand, a willing creature of your choice that you can see within range falls unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration that target gains the benefit of a long rest and it can't be affected by this spell again until it finishes another long rest.

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## Chardalyn Hide

*7th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small shard of chardalyn worth at least 500 gp, which the spell consumes)

**Duration:** Concentration, up to 1 hour

This spell turns the flesh of a willing creature into crystal that is as hard as steel and repels all but the most potent spells. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage. They also have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against them.