



DRUID CIRCLE

CIRCLE OF SWARMS

More unsettling than other druids but no less devoted, the Circle of Swarms reveres nature's small things. They may have a personal fascination with crawling things, or perhaps they are simply worshippers of nature's cycles of death and rebirth. Swarm druids run the gamut from creepy insect obsessives to gentle proponents of the natural order.

Circle of Swarms druids may be any alignment, and come from any background. They are even less likely than other druids to respect "civilized" law, though, and may disapprove of efforts to prevent decay and subsequent regrowth. Some may even have a distinctly insectile outlook, viewing individuals as expendable in the service of the greater good.

CIRCLE OF SWARMS FEATURES

Druid Level	Feature
2nd	Circle Spells, Summoned Swarm
6th	Versatile Infestation
10th	One With The Swarm
14th	Hive's Harbinger

CIRCLE OF SWARMS SPELLS

At 2nd level, you learn the *stinging insects** cantrip, or another cantrip from the druid spell list if you already know it. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Swarms Spells table. Once you gain access to a circle spell, 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.

Druid Level	Spells
1st	<i>ray of sickness</i>
3rd	<i>protection from poison</i>
5th	<i>wasp barrage</i> ^K
7th	<i>stinging swarm</i> ^K
9th	<i>insect plague</i>

Spells marked with ^{SDS} are taken from [Spells That Don't Suck](#). Spells marked with ^K are by KibblesTasty. All are included at the end of this document.

SUMMONED SWARM

At 2nd level, your druidic powers draw the attention of swarms of milling insects. When you cast a leveled spell, you may summon a swarm as part of the same action. The swarm is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Summoned Swarm stat block, which uses your proficiency bonus (PB) in several places.

In combat, a swarm shares your initiative count, taking its turn immediately after yours. It can use its reaction on its own, but does not move on its own, and the only action it takes on its turn is the Dodge action. You can use a bonus action to command it to move and take an action. That action can be one in its stat block or some other action. If you are incapacitated, the swarm can take any action of its choice. The swarm lasts for 1 hour, until it is reduced to 0 hit points, or until you die. You determine what types of creatures are present in the swarm, though this has no effect on its statistics.

You may have one swarm at a time, and you can summon a total number of swarms equal to your Wisdom modifier. You regain all uses after a long rest.

SURGING SWARMS

At 6th level, you can expend a use of your Wild Shape feature as a bonus action to explode into a cloud of insects before reforming elsewhere. When you do so, you may teleport to any location within 30 feet. You leave behind a Summoned Swarm at your starting location, which may immediately move and take an action as if you had commanded it.

Additionally, you can now have two summoned swarms simultaneously. When you command a swarm as a bonus action, you may command all the swarms to move, though only one will take an action.

AGGRESSIVE INFESTATION

At 10th level, there is no limit on the number of swarms you may have summoned simultaneously. Your summoned swarms gain two of the following traits:

- **Poisonous Sting.** A hostile creature that ends its turn in the swarm's space must make a Constitution saving throw against your spell save DC or be poisoned until the end of its next turn.
- **Agile.** The swarm's move speed increases to 30 ft., and it gains a 30 ft. fly speed. Its Relocate ability can now move creatures in any direction.
- **Frenzy.** The swarm's Bite attack deals 2d4 + your Wisdom modifier piercing damage, and when it ends its turn, you may designate its space as heavily obscured.
- **Magical.** The swarm's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Numerous.** The swarm is size Large, and its hit points go up to 4+4 times your druid level.

All your summoned swarms share the same traits, which you can reselect every time you summon a swarm.

SKITTERING TORRENT

At 14th level, when you use your Surging Swarms feature, all your Summoned Swarms may move and take an action as if commanded.

SUMMONED SWARM

Medium swarm of Tiny beasts, Unaligned

Armor Class 13+PB (natural armor)

Hit Points 2+2 times your druid level

Speed 20 ft.

3 14 10 4 12 2

STR(-4) DEX(+2) CON(0) INT(-3) WIS(+1) CHA(-5)

Skills Perception

Saving Throws Dexterity +2 plus PB, Constitution 0 plus PB

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities grappled, paralyzed, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 11+PB

Languages Understands Druidic

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. It cannot be healed or receive temporary hit points.

Actions

Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 0 ft., one target in the swarm's space. **Hit:** 1d4 + your Wisdom modifier piercing damage.

Clinging Shield. The swarm shields a creature in its space until the start of your next turn. The swarm ends its turn, and moves with the target on the target's turn. The target's armor class cannot be lower than a 14, and when it would take damage, that damage applies first to the swarm. If the swarm dies, any excess damage carries over to the shielded creature.

Relocate. The swarm forcibly moves a creature. An unwilling target must make a Strength saving throw against your spell save DC. On a failure, the swarm can carry them up to 10 feet horizontally in any direction, as long as it has remaining movement to use. Creatures that are at least two size categories bigger than the swarm are immune.

CIRCLE OF SWARMS QUIRKS

The following are some optional quirks for a player of this Circle to choose from.

d6 Quirk

- 1 You have always valued the company of bugs over other humans.
- 2 You chitter to yourself when others aren't listening.
- 3 You do not notice the centipedes in your hair, even when others point them out.
- 4 You view other druids as prissy tree-huggers.
- 5 You occasionally refer to human settlements as "hives" or "colonies".
- 6 You frequently attempt to persuade others to eat cricket-flour confections.

APPENDIX: SPELLS

STINGING INSECTS

Conjuration cantrip

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (six sugar crystals)

Duration: Instantaneous

Replaces: *Infestation*

You cause a cloud of biting, stinging insects to appear near one creature you can see within range. The target must make a Constitution saving throw. On failure, it takes 1d4 piercing damage and 1d4 poison damage and moves 5 feet in a direction of your choice. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

The spell's damage increases by 1d4 when you reach 5th level (2d4+2d4), 11th level (3d4+3d4), and 17th level (4d4+4d4).

STINGING SWARM

4th-level conjuration

Classes: Druid, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 2d12 poison damage on failure.

WASP BARRAGE

3rd-level conjuration

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (40-foot cone)

Components: V, S

Duration: Instantaneous

You conjure a swarm of magical wasps zip out to sting creatures of your choice within a 40 foot cone. Make a ranged spell attack against the target. On a hit, the target takes 1 piercing damage + 4d12 poison damage. After they attack, the magic wasps fade away.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each second slot level above 3rd.

CHANGELOG

V1.0

- Updated art and license
- Replaced *infestation* with *stinging insects*

V0.5

- Replaced *rain of spiders* with *wasp barrage*

V0.4

- Replaced *spider bite* with *rain of spiders*
- Added ability to move all swarms to *Surging Swarms*
- Added Numerous option for *Aggressive Infestation*

V0.3

- Added *spider bite* and *stinging swarm* (both by KibblesTasty)

V0.2

- Reduced swarm's HP

V0.1

- First Draft

CREDITS & REFERENCES:

Circle of Swarms created by [somanrobots](#)
[Discord](#) | [Patreon](#)

SPELLS

- Stinging Insects created by somanrobots and Omega Ankh
- Wasp Barrage and Stinging Swarm created by KibblesTasty

ART

Circle of Swarms, by [Olga Jaworska](#)

BACKGROUND IMAGE STAINS

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5E SRD CONTENT

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