

DRUID CIRCLE

At 2nd level, the Druid gains the Druid Circle feature. The following exclusive option can be made available in addition to the official Druid Circles available to the Druid class:

Circle of Shifters

CIRCLE OF SHIFTERS

Druids who join this Circle choose to master one Wild Shape instead of many. They can transform into a Signature Shape, modifying its size, and evolving its physiology to best meet the challenges they face. The most powerful Shifter Druids evolve their Signature Form into a new and unique beast.

Druid Level Feature

2nd	Circle Spells, Signature Wild Shape
6th	Greater Form
10th	Forced Evolution
14th	Wondrous Evolution

CIRCLE SPELLS

2nd-level Circle of Shifters feature

When you reach certain Druid levels, you gain access to the spells listed below. They count as Druid spells for you, and you always have them prepared, but they don't count against the total number of Druid spells that you prepare each day.

Druid Level Spells

2nd	<i>jump</i>
3rd	<i>enlarge/reduce</i>
5th	<i>haste</i>
7th	<i>freedom of movement</i>
9th	<i>skill empowerment</i>

SIGNATURE WILD SHAPE

2nd-level Circle of Shifters feature

Whenever you Wild Shape, you can only transform into your Signature Form, choosing one of the Form stat blocks on the following page each time you transform. When transforming into your Signature Form, you can do so as a bonus action.

You also learn two Bestial Traits of your choice from the list at the end of this class. Each time you transform into your Signature Shape, it gains one of the Bestial Traits you know.

GREATER FORM

6th-level Circle of Shifters feature

You learn two more Bestial Traits of your choice, and when you transform into your Signature Form it gains two of the Traits you know for the duration of the transformation. Its attacks also count as magical damage of their type.

FORCED EVOLUTION

10th-level Circle of Shifters feature

While you are in your Signature Form, you can use a bonus action to transform into one of your other Signature Forms, but you retain the amount of hit points you have. If your new Form has fewer hit points, your hit points are reduced.

You also learn two Bestial Traits of your choice, and your Signature Form gains three Traits when you transform.

WONDROUS EVOLUTION

14th-level Circle of Shifters feature

You learn two final Bestial Traits of your choice, and when you transform your Signature Form can have any four Traits you know, ignoring any size restrictions for those Traits.

BESTIAL TRAITS

Below are the Bestial Traits available for a Circle of Shifters Druid to learn. If a Bestial Trait has a level prerequisite, you can learn it when you meet that prerequisite. Some Traits can only be used with certain sizes of your Signature Form.

AGGRESSIVE

Prerequisite: Balanced or Hulking Form

As a bonus action, the beast can move up to its speed toward a hostile creature that it can see, hear, or smell.

CHARGE

Prerequisite: Balanced or Hulking Form

When the beast moves at least 20 feet in a straight line toward a target and hits it with a Maul attack it deals an extra 1d6 damage. A creature that is the beast's size, or smaller, must make a Strength saving throw or fall prone.

KEEN SENSES

The beast has advantage on Wisdom (Perception) or Wisdom (Survival) checks that rely on its hearing or smell.

LIGHT STEP

Prerequisite: Balanced or Nimble Form

The beast has advantage on Dexterity (Stealth) checks while it is lightly obscured by natural foliage or weather.

PACK TACTICS

The beast has advantage on attack rolls against any target that has one of its conscious allies within 5 feet of it.

POWERFUL BUILD

Prerequisite: Balanced or Hulking Form

The beast counts as one size larger when determining creatures it can grapple, and the weight it can move or lift.

STANDING LEAP

The beast has a minimum long jump of 15 feet, and a minimum high jump of 10 feet, even without a running start.

VICIOUS BITE

Prerequisite: Balanced or Hulking Form

If the beast hits a creature equal to its size or smaller with a natural weapon attack, it can grapple the target. Until the grapple ends, the target is restrained, and the beast cannot attack targets other than the creature it is grappling.



AMPHIBIOUS

Prerequisite: 6th-level Druid

The beast gains a swimming speed equal to its walking speed, and it can breathe both air and water.

MULTIATTACK

Prerequisite: 6th-level Druid

When the beast uses its action to make a natural weapon attack, it can make two attacks instead of one.

MYSTICAL FORM

Prerequisite: 6th-level Druid

The beast can cast your Circle Spells, targeting only itself while it is transformed. When it does so, it can ignore the verbal and material components of the spell.

SAVAGE GRIP

Prerequisite: 6th-level Druid, Balanced or Hulking Form

The beast gains a climbing speed equal to its walking speed, and it can climb sheer surfaces and upside down on ceilings without making an ability check. The beast also has advantage on saving throws to resist being moved against its will, grappled, restrained, or knocked prone.

BRUTAL STRIKE

Prerequisite: 10th-level Druid, Balanced or Hulking Form

The beast's natural weapon attacks deal an additional 1d6 bludgeoning, piercing, or slashing damage on hit.

ENHANCED MOVEMENT

Prerequisite: 10th-level Druid, Balanced or Nimble Form

The beast's walking speed increases by a number of feet equal to 5 times your Wisdom modifier (minimum of 5 ft.).

FLIGHT

Prerequisite: 10th-level Druid, Balanced or Nimble Form

The beast gains a flying speed equal to its walking speed.

NIMBLE FORM

Small Beast (Shapechanger)

Armor Class 15 + your Wisdom modifier

Hit Points 3 + two times your Druid level.

Speed 40 feet.

Saving Throws Choose one of the following saving throws: Dexterity, Intelligence, or Wisdom

Skills Choose one of the following skills: Acrobatics, Perception, Performance, or Sleight of Hand

Evasion. When your Nimble Form is forced to make a Dexterity saving throw, it takes no damage on a successful save, and only half on a failed save.

Actions

Slash. *Melee Weapon Attack:* your Druid Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your WIS slashing damage, and the creature cannot target you with opportunity attacks until your next turn.

BALANCED FORM

Medium Beast (Shapechanger)

Armor Class 12 + your Wisdom modifier

Hit Points 5 + three times your Druid level.

Speed 30 feet.

Saving Throws Choose one of the following saving throws: Dexterity, Strength, or Wisdom

Skills Choose one of the following skills: Athletics, Acrobatics, Perception, Performance, or Survival.

Actions

Slash. *Melee Weapon Attack:* your Druid Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + your WIS bludgeoning, piercing, or slashing damage.

HULKING FORM

Large Beast (Shapechanger)

Armor Class 8 + your Wisdom modifier

Hit Points 10 + five times your Druid level.

Speed 30 feet.

Saving Throws Choose one of the following saving throws: Constitution, Strength, or Wisdom

Skills Choose one of the following skills: Athletics, Intimidation, Perception, or Survival.

Resilient Hide. When your Hulking Form takes non-magical bludgeoning, piercing, or slashing damage, it can use its reaction to halve the damage it takes.

Actions

Gore. *Melee Weapon Attack:* your Druid Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + your WIS bludgeoning, piercing, or slashing damage.



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