

Druid - Circle of the Moon

CHARACTER NAME

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Druidic

LVL 1

You speak the secret language of druids.
You always have the Speak with Animals spell prepared.

Primal Order

LVL 1

Select one of the following:

Magician. You know one extra Druid cantrip. Also, add your WIS mod. to all INT (Arcana or Nature) checks.
Warden. You have proficiency with Martial weapons and training with Medium armor.

Wild Shape

2 uses at LVL 2, 3 at LVL 4, 4 at LVL 17

Regain 1 use/Short Rest, a Long Rest resets all uses.

As a Bonus Action. You shape-shift into a Beast form that you know for number of hours = 1/2 Druid level or until you use Wild Shape again, become Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Known Forms.

At LVL 2, 4 known forms, max CR 1/4, No flying speed
At LVL 4, 6 known forms, max CR 1/2, No flying speed
At LVL 8, 8 known forms, max CR 1

You can replace one of your known forms with another on a Long Rest.

Rules While Shape-Shifted. You retain your personality, memories, and ability to speak. You gain Temporary Hit Points = your Druid level.

Game Statistics. Use the Beast's stat block, with your creature type; Hit Points; Hit Point Dice; INT, WIS, and CHA scores; class features; languages; feats. You retain your skill and saving throw proficiencies and Proficiency Bonus's, in addition to gaining the proficiencies of the creature. Use the Beast's skill or saving throw modifier if it is higher than yours. You can't cast spells, but shapeshifting doesn't break your Concentration or interfere with a spell you've already cast. Your equipment either falls off, merges with the new form, or is worn by it.

Wild Companion

LVL 2

Use a spell slot or Wild Shape.

Cast the **Find Familiar** spell without Material components. The familiar is Fey and disappears after a Long Rest.

Circle Forms

LVL 3

Challenge Rating Max. No greater than your Druid level/3 (round down).

Armor Class. AC = the Beast's AC or 13 + your WIS mod.

Temporary Hit Points. Gain Temp. HP = 3 X your Druid level.

Circle Spells

LVL 3

You always have the spells listed prepared.
You can cast these spells while you're in a Wild Shape form.
LVL 3: *Cure Wounds, Moonbeam, Starry Wish*
LVL 5: *Conjure Animals*
LVL 7: *Fount of Moonlight*
LVL 9: *Mass Cure Wounds*

Ability Score Improvement

LVL 4, 8, 12, and 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

Wild Resurgence

LVL 5

1/Turn. If you have no Wild Shape uses left, use a spell slot to get one (no action required).

And

1/Long Rest. Use Wild Shape (no action required) to get a 1st lvl spell slot

Improved Circle Forms

LVL 6

While in a Wild Shape form:

Lunar Radiance. Each attack can deal normal damage or Radiant damage.

Increased Toughness. Add your WIS mod. to CON saves.

Elemental Fury

LVL 7

Choose one:

Potent Spellcasting. Add your WIS mod. to any Druid cantrip damage.

Primal Strike. 1/Turn. Your attack roll hits deal an extra 1d8 Cold, Fire, Lightning, or Thunder damage (your choice).

Moonlight Step

LVL 10

Uses = your WIS mod. Resets on a Long Rest

Can also regain use by spending a level 2 or higher spell slot.

Bonus Action: Teleport 30 ft. to an unoccupied space you can see, and have Adv. on your next attack before the end of turn.

Lunar Form

LVL 14

Improved Lunar Radiance. 1/turn. While in Wild Shape.

Attacks deal extra 2d10 Radiant damage.

Shared Moonlight. When using Moonlight Step, you can also teleport one willing creature within 10 feet of you to an unoccupied space you can see within 10 feet of your destination.

Improved Elemental Fury

LVL 15

Elemental Fury enhancement.

Potent Spellcasting. Druid cantrips ranges of 10 feet or greater increase by 300 feet.

Primal Strike. Extra damage increases to 2d8.

Beast Spells

LVL 18

You can cast spells in Beast form, except ones that have a Material component with a specified cost or that consumes its Material component.

Epic Boon

LVL 19

You gain an **Epic Boon feat** or another feat of your choice for which you qualify. *Dimensional Travel* is recommended.

Archdruid

LVL 20

You gain the following features.

Evergreen Wild Shape. If you have none, you regain one use of Wild Shape when you roll Initiative.

Nature Magician. 1/Long Rest. Spend 1 or more uses of Wild Shape to get spell slots, with each use contributing 2 spell levels (i.e., spend 2 uses of Wild Shape for one 4th level spell slot).

Longevity. For every ten years that pass, your body ages only one year.

Traits - Feats - Features

Name:

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