

DRUID SUBCLASSES





DRUID OF THE
CIRCLE OF THE ELEMENTS

CIRCLE OF THE ELEMENTS

V1.6

Druids who belong to the Circle of the Elements revere the forces of nature. They seek out the unbridled chaos of a storm, the indifferent destruction of an earthquake and the intense heat of a forest fire. Throughout nature the elements inspire fear and awe in all who witness them, and elemental druids seek to humbly channel just a fraction of the world's incredible power. Unlike many of their kin, druids of this circle thrive in the heat of battle. They channel the ferocity and fortitude of the four elements to venture where others of their kind will not.

These druids are often found wandering the inner planes, or in locations on the material plane where the presence of the four elements can be strongly felt. They make their homes beneath raging waterfalls, in the mouths of active volcanoes, or wherever the majesty of the natural world is in its prime. They use their powers to defend others from the dangers of the inner planes and view the material plane as a balance between the four elements, tirelessly working to stop any one element becoming too dominant over the others.

ELEMENTAL WEAPON

At 2nd level, you learn how to harness the four elements and form them into melee weapons. As a bonus action, you can create an elemental weapon in your free hand. When you create an elemental weapon, you choose which of the four elements it is made from, what type of damage it deals, and whether it has any optional weapon properties, as listed in the Elemental Weapons table. It has a range of 5 feet, and no weapon properties other than those you choose.

You are proficient with your elemental weapon, and can use your Wisdom modifier, instead of Strength or Dexterity, for attack and damage rolls made with it. On a hit, your elemental weapon deals 1d8 damage of your chosen damage type. This damage increases to 2d8 at 15th level.

You can empower your elemental weapon with spell slots to increase its effectiveness. When you create your elemental weapon, you can choose to expend a spell slot to give the weapon a bonus to attack and damage rolls. This bonus equals +1 for a 2nd or 3rd level level slot, +2 for a 4th or 5th level slot, or +3 for a slot of 6th or higher.

At 6th level, bludgeoning, piercing and slashing damage you deal with your elemental weapon becomes magical for the purpose of overcoming damage resistances and immunities.

Your elemental weapon disappears after 1 hour, when you end your turn not holding it, or when you choose to dismiss it (no action required by you).

ELEMENTAL WEAPONS TABLE

Element	Damage Types	Optional Properties
Air	Lightning or Thunder	Light, finesse
Earth	Bludgeoning, Piercing or Slashing	Heavy
Fire	Fire	This weapon emits bright light to a range of 5 feet, and dim light for an additional 5 feet
Water	Cold	Reach

SAMPLE ELEMENTAL WEAPONS

d8 Weapon

- 1 A rapier made from a bolt of lightning
- 2 Gauntlets made of black obsidian
- 3 An axe made of flowing magma
- 4 A watery scythe with a frozen blade
- 5 A warhammer made of booming, thunderous energy
- 6 A small, diamond-shaped dagger
- 7 Twin scimitars made of blue fire
- 8 A tendril-like whip made of water

WARRIOR OF NATURE

Starting at 2nd level, you learn how to use your body as a conduit for the four elements. As an action, you can expend one use of your Wild Shape feature to surround yourself with energy from one of the four elements, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you choose which of the four elements to channel:

Fire. Your body becomes engulfed in roaring flames. You gain resistance to fire damage. When a creature within 5 feet of you hits you with an attack, they take 2 fire damage (a creature can only take this damage once on each of its turns). Additionally, when you deal fire damage to a creature with your elemental weapon, it takes an additional 2 fire damage. The damage dealt by both these effects increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level and 6 at 20th level.

Water. You are surrounded by a maelstrom of swirling water or frigid winds. You gain resistance to cold damage.

As a reaction when you take damage, you can reduce the damage taken by an amount equal to your druid level. Additionally, when you deal cold damage to a creature with your elemental weapon, its movement speed is reduced by 10 feet until the end of its next turn.

Air. A whirling gale of wind whips up around you. You gain resistance to thunder damage. Additionally, you can take the dash and disengage actions as a bonus action on your turn, and whenever you deal lightning damage to a creature with your elemental weapon, it can't take reactions until the start of its next turn.

Earth. The ground itself rises to defend you and becomes your armour. You gain a +2 bonus to your AC. Additionally, when you deal bludgeoning damage to a creature with your elemental weapon, you can push that creature 10 feet away from you unless it succeeds on a Strength saving throw against your spell save DC.

This feature lasts for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

INFLUENCE OF THE INNER PLANES

At 10th level, you gain the ability to influence creatures native to the elemental planes. As an action, all elementals that can see you within 30 feet of you must make a Wisdom saving throw. If the elemental fails its saving throw it is charmed by you for 1 minute or until it takes damage. While it is charmed by you it is friendly to you and other creatures you designate. Once you use this feature, you cannot do so again until you finish a short or long rest.

In addition, you can cast the *banishment* spell. Elementals have disadvantage on their saving throw. Once you cast this spell, you cannot do so again until you finish a short or long rest.

ELEMENTAL AURA

Starting at 14th level, as a bonus action, you can conjure an aura of elemental chaos that ruptures fourth in a 10-foot radius centred on you. When you deal fire, cold, thunder or lightning damage to a creature in that radius, you can add your Wisdom modifier to the damage. In addition, when you create this maelstrom, and as a bonus action on subsequent turns, you can force all creatures within the aura to make a Constitution saving throw against your spell save DC. On a failure, they take damage equal to your druid level, or half as much on a successful save (rounded up). The damage type is randomly chosen from a list of: fire, cold, thunder or lightning.

This maelstrom lasts for 10 minutes or until you dismiss it as a bonus action. Once you use this feature you cannot do so again until you finish a short rest.

ALTERNATIVE FEATURES

The Circle of the Elements 10th level feature, Influence of the Inner Planes, is a feature focused on the roleplay pillar of D&D. This may seem out of place in a subclass that is otherwise centred around the combat pillar. It was included for two reasons; firstly, it provides the subclass with more diverse options outside of being capable in combat. Secondly, the perfect combat-focused feature for the subclass already exists in the game in the Circle of the Moon's Elemental Wild Shape feature. If you would rather a more pure-combat build of this class, consider swapping out Influence of the Planes for Elemental Wild Shape, at your DM's discretion.

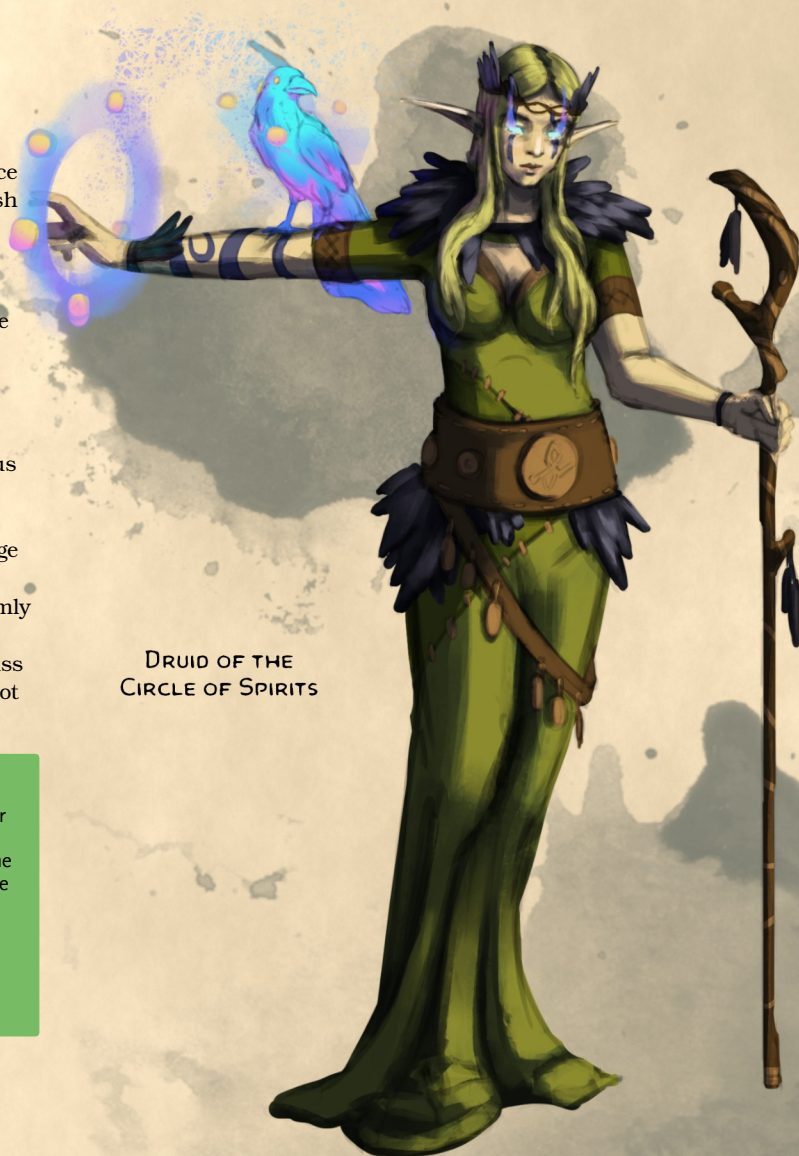
CIRCLE OF SPIRITS

Druids of this circle often go by another name – shamans. They specialise in communing with spirits and act as a bridge between the material and the ethereal worlds. Many druids believe that everything is a part of a great circle of life, but shamans understand that not only is everything connected, but that spiritual life can exist even where biological life does not. A shaman may ask the quiet spirit of a rock by the side of the road what creatures have passed by it in the last few days, or contact the spirit of a dead ancestor for advice on a problem troubling them. They share an animistic view of the world that sees themselves as a small part of a greater, cosmic whole.

Shamans often serve a pivotal role in tribal societies as a religious or cultural leader. Some shamans are wanderers who travel the world following the call of the spirits. Others reside in places of great spiritual importance, watching over it and protecting it. They are also often called upon to remove curses or purify lands of wayward spirits that seek to cause mischief or even harm.

CIRCLE SPELLS

By communing with the spirits of the world you are granted the ability to cast certain spells. At 3rd, 5th, 7th and 9th level you gain access to the spells listed for that level in the Circle of Spirits Spells table. If a spell you cast specifies you contact a god or otherworldly being, you instead contact a spirit.



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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.

CIRCLE OF SPIRITS SPELLS

Druid Level	Spells
3rd	<i>augury, protection from evil and good</i>
5th	<i>remove curse, speak with dead</i>
7th	<i>banishment, divination</i>
9th	<i>commune, dispel evil and good</i>

SHAMANIC SPIRIT

At 2nd level, you form a close bond with a specific spirit that becomes your shamanic spirit companion. This companion may be the soul of an ancestor taking the form of their spirit animal, or a spirit of the world who has come to aid you on your journey. Your shamanic spirit is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the shamanic spirit stat block. The spirit takes the form of any medium or smaller beast; your choice has no other effect on its in-game statistics.

In combat, the shamanic spirit shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it

SHAMANIC SPIRIT

Medium or smaller undead, neutral

Armor Class 12 (natural armor)

Hit Points equal to your Wisdom modifier + three times your level in this class

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	6 (-3)	14 (+2)	10 (+0)

Saving Throws Dex +4, Wis +4

Skills Perception +4, Stealth +2

Damage Resistances fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive perception 10

Languages the languages it knew in life

Might of the Master. The following numbers increase by 1 when you proficiency bonus increases by 1: the spirit's skill and saving throw bonuses (above), the bonuses to hit and damage of its otherworldly touch attack, and the number of hit points restored by its Replenishing Soul action (below).

Ethereal Sight. The shamanic spirit can see 60 feet into the ethereal plane when it is on the material plane, and vice versa.

ACTIONS (REQUIRE YOUR BONUS ACTION)

Otherworldly Touch. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target you can see. *Hit:* 1d4 + 2 necrotic damage.

Guiding Touch (3/Day). The shamanic spirit draws fourth magic from the ethereal plane and uses it to aid one creature you designate. The target gains advantage on the next attack roll, ability check or saving throw it makes within the next minute, and gains 1d6 temporary hit points.

Incorporeal Spirit (1/Day). The shamanic spirit becomes incorporeal for 10 minutes and can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn within an object.

Replenishing Soul (3/Day). The shamanic spirit draws magical energy from the ethereal plane to restore 1d8 + 2 hit points to itself or one creature or undead within 5 feet of it.

takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage or Help, Hide or Search action.

When your shamanic spirit is reduced to 0 hit points, it does not die. Instead, it returns to the spirit realm until you use your magic to summon it again. If your shamanic has disappeared within the last hour, you can perform a short, 1 minute shamanic ritual to summon them back. When you do so, you must expend a spell slot of 1st level or higher. Your shamanic spirit returns to you at the end of the ritual with all its hit points restored.

At the end of a long rest, you can summon a new spirit companion to you. If you already have a spirit companion from this feature, the first one immediately vanishes.

OTHERWORLDLY BOND

Starting at 6th level, your bond with your spirit companion deepens. You and your spirit companion can communicate telepathically with each other so long as you are on the same plane of existence. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that it has. During this time, you are deaf and blind to your own senses.

Your spirit companion can also share some of its senses with you. Your companion can target you with its Incorporeal Spirit feature, so long as you are within 30 feet of it. Additionally, when it targets you with its Guiding Touch feature, you can choose to gain the benefits of the companion's Ethereal Sight feature for 1 minute.

SPIRIT WARD

At 10th level, you can conjure an ethereal ward that protects you and your allies from wayward spirits and undead. As a bonus action, you can conjure an aura with a 15 foot radius centred on you and that moves with you. Friendly creatures within the aura have resistance to radiant and necrotic damage. At any time, a friendly creature within the aura can use its reaction to either gain temporary hit points equal to half your druid level or end one disease or one of the following conditions afflicting it: charmed, frightened or poisoned.

Additionally, undead have disadvantage on attack rolls against creatures within the aura and all creatures within the aura have advantage on saving throws against the effects of undead, as well as advantage on death saving throws.

The aura lasts for 1 minute or until a number of creatures equal to your Wisdom modifier have used their reaction to benefit from the aura. Once you use this feature, you cannot do so again until you finish a short or long rest.

SPIRIT WARD

Starting at 14th level, you can cast the *etherealness* spell. Once the spell ends, you cannot do so again until you finish a short or long rest.

SHAMANIC SPIRIT AS AN NPC

You and your DM may want to make your shamanic spirit more than simply a companion for your character, but a guide and source of useful information for the party. If you want your spirit companion to play a more active role in the game, you can either run them as a secondary character or your DM may choose to control them as an NPC. However, if your DM is running your shamanic spirit, be careful that they do not take the focus away from your character. If you want your companion to be more intelligent, consider increasing their Intelligence score to 10, otherwise they guide you and your allies through intuition and experience.

CIRCLE OF DESOLATION

V1.5

Druids of the Circle of Desolation believe that death is just another part of life, and that for life to flourish death must first claim everything that lives. These druids thrive where life does not; in plains of barren wasteland, blight-filled forests or plague-ridden countries. Where suffering, struggle and earthly decay can be found, a Circle of Desolation druid is sure to be nearby.

These druids are often seen as the harbingers of misfortune and are shunned by others of their kind, who view them as abominations and the antithesis of everything a druid is supposed to represent. Members of the Circle of Desolation do not bring death, they simply follow it. They have an uncanny sense for when it is time for something to perish, and move to follow that trail of deterioration as it snakes its way across the land. On occasion they are known to aid in this process, but usually only in circumstances where some other force is acting to prevent it.

CIRCLE OF DESOLATION FEATURES

Druid Level	Features
1st	Blighted Touch, Plague Swarm
6th	Aura of Decay
10th	Presence of Pestilence
14th	Curse of the Diseased

BLIGHTED TOUCH

Your touch can mar any living thing and bring it closer to total decay. Starting at 2nd level, as an action, you can make a melee spell attack against a creature within 5 feet of you. On a hit they take necrotic damage equal to 1d8 + your spellcasting ability modifier. This feature has no effect on undead or constructs. If you target a plant creature or magical plant, you have advantage on the attack roll, and this feature deals maximum damage to it.

Also as an action, you can touch an already deceased creature or plant and reduce it to dust. When you do so, you gain temporary hit points equal to your druid level. You must complete a short or long rest before you can gain temporary hit points from this feature again.

The damage of your blighted touch increases as you gain levels in this class: to 2d8 at 5th level, 3d8 at 11th level and 4d8 at 17th level.

CIRCLE SPELLS

Your affiliation with rot and decay has imbued you with the ability to cast certain spells. At 3rd, 5th, 7th and 9th level you gain access to the spells listed for that level in the Circle of Desolation 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, it is nonetheless a druid spell for you.

VERSATILE DAMAGE TYPES

Circle of Desolation druids use necrotic damage as their primary damage type, but this may not make sense for all character concepts. A Circle of Desolation druid native to the Nine Hells may burn life around it to ash, rather reduce it to dust. Therefore, it makes sense for their Blighted Touch and Aura of Decay features to deal fire damage instead of necrotic damage. Likewise, if a player wants their character to focus on the poison and disease aspect of the subclass, allowing them to deal poison damage instead of necrotic may help with their immersion.

CIRCLE OF DESOLATION SPELLS

Druid Level	Spells
3rd	<i>blindness/deafness, ray of sickness</i>
5th	<i>stinking cloud, vampiric touch</i>
7th	<i>blight, sickening radiance</i>
9th	<i>cloudkill, contagion</i>

PLAGUE SWARM

Your hunger to devour all life allows you to transform into a consuming, insectoid swarm. When you choose this circle at 2nd level, you can use your Wild Shape feature to transform into a Swarm of Insects (you ignore the Max. CR column of the Beast Shapes table, but still abide by the other limitations there). When you are in this form, your hit points equal 4 times your druid level or the average hit points of the swarm, whichever is higher. In addition, as a reaction to being hit by an attack, you can use your Wild Shape to immediately transform into a Swarm of Insects.

AURA OF DECAY

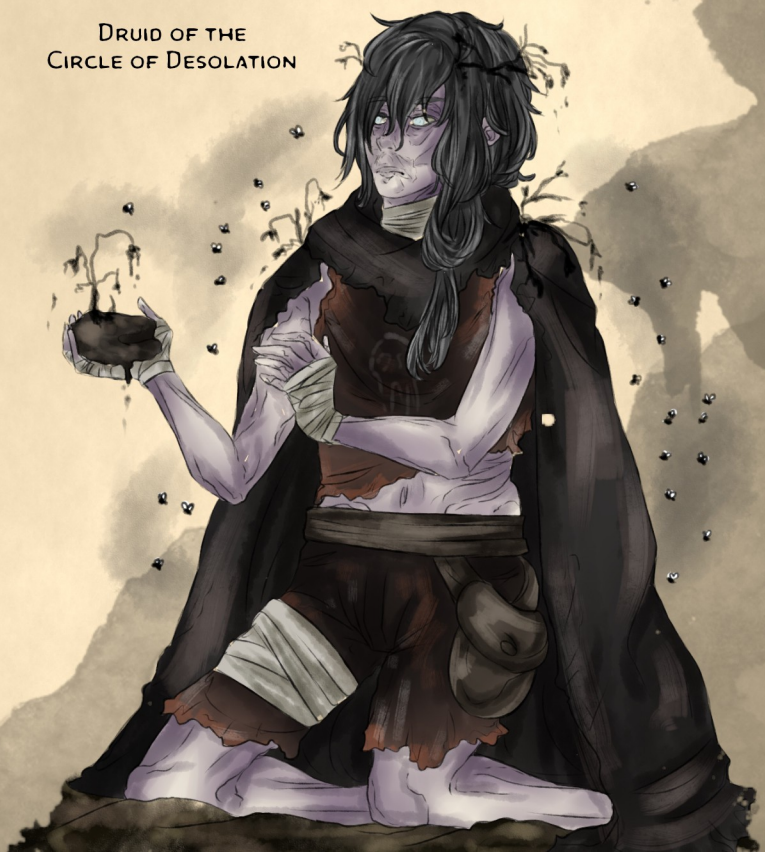
When you reach 6th level, rot and destruction follow you wherever you go. As a bonus action, you can conjure an aura of decay in a 10-foot radius centred on you that moves with you. Hostile creatures cannot regain hit points while in your aura, and must succeed on a Constitution saving throw at the start of each of their turns or take necrotic damage equal to your Wisdom modifier. Additionally, all natural plants and terrain that enter your aura wither and die, allowing you to move through them without being slowed or taking damage from them if they had spines, thorns, or a similar hazard.

This aura lasts for 1 minute or until you choose to end it as a bonus action. Once you use this feature, you cannot do so again until you finish a short or long rest.

PRESENCE OF PESTILENCE

Starting at 10th level, sickness and infection have bound themselves to your very essence. You no longer need to food or drink to survive and are immune to disease and poison.

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You can also cast the *detect poison and disease* spell at-will without expending a spell slot.

Additionally, as an action, you can touch one piece of food or drink and poison it for 1 hour. A creature that consumes that food or drink within that time must succeed on a Constitution saving throw against your spell save DC or become poisoned. While poisoned, they are also afflicted by one of the following additional effects of your choice:

- The creature takes 1d4 poison damage at the end of each of its turns.
- The creature's movement speed is reduced to 5 feet.

The creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success. Only one piece of food or drink can be poisoned in this way at a time. If you use this feature again while a piece of poisoned food or drink remains unconsumed, the first piece of food or drink becomes safe to eat.

CURSE OF THE DISEASED

At 14th level, you can exacerbate all the afflictions of the lifeforms around you. As an action, all creatures of your choice within 60 feet of you who are either poisoned, diseased, or have taken poison damage since the beginning of your last turn, must make a Constitution saving throw against your spell save DC. On a failed save, they take 10d6 necrotic damage and are incapacitated until the end of your next turn. On a successful save they take half as much damage and aren't incapacitated.

Once you use this feature, you cannot do so again until after you finish a long rest.



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**A Special Thankyou to all our 6th-Level and
Higher Patrons!**
Ashley Howard and Brick Bradford

