

Circle of beasts

Druids of the Circle of Beasts are shapechangers, masters of many forms capable of turning not only themselves but also their allies and even their foes into wild beasts. They often live as wanderers or secluded hermits, in deep wilds or on mist-shrouded islands. They keep company with beasts and fae, for most folk avoid these mystics and the places they call home, thinking them dangerous enchanters or witches.

Gift of Forms

When you choose this Circle at 2nd level you can use your Wild Shape on a willing creature within 30 feet to transform them into a beast with a challenge rating as high as $\frac{1}{4}$. The effect lasts for a number of hours equal to half your druid level or until they choose to end the effect early by using a bonus action on their turn.

Myriad Wild Shape

Starting at 2nd level, you can use your Wild Shape feature a number of times equal to your Wisdom modifier (minimum 2) instead of twice. You regain all expended uses when you finish a short or long rest.

Shapechanger

Beginning at 6th level, when you use your Wild Shape to transform yourself or a willing creature into a beast with a challenge rating as high as $\frac{1}{4}$, you may do so without expending a use of Wild Shape.

Wild Curse

At 10th level you gain the ability to use Wild Shape on an unwilling creature within 30 feet of you. When you use Wild Shape on an unwilling creature, the creature is forced to make a Wisdom

saving throw or be transformed into a beast of your choosing with a challenge rating as high as $\frac{1}{4}$. The effect lasts for a number of hours equal to half your druid level but the creature can make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends and they revert to their normal form.

Patron of Changes

At 14th level you gain the ability to change the forms of multiple creatures simultaneously. You can use Wild Shape on any number of creatures within range as a single action, expending a charge of Wild Shape for each creature.

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