

Circle of shifting

Diminished as they are, the spirits of nature still bless some druids with natural magics so that they might combat the Mists of Akuma directly. A select few make a great sacrifice however, exchanging their spells for sublime control over their forms.

Endless Wild Shape

When you choose this circle at 2nd level, you lose the ability to learn new spells and cease to gain new spell slots. Instead, you focus on transforming your body; you can use Wild Shape an unlimited number of times, and can stay in your Wild Shape for an unlimited duration. Unlike normal, your hit points do not change when using Wild Shape.

Embodiment of Nature

Starting at 2nd level, you may transform your normal form into one more beastlike. As an action, you adopt one of the following transformations, so long as you are in your normal form. You may dismiss this transformation as a bonus action.

Animal Sense. You gain advantage on Perception checks based on one of the following senses: sight, smell, or sound.

Natural Weapon. You gain a natural weapon that deals 1d4 damage: bite (piercing), claw (slashing), or hoof (bludgeoning).

Thick Hide. Your AC is never less than 10 + your Dexterity modifier + half your proficiency bonus, regardless of what kind of armor you are wearing.

Wild Movement. You gain the ability to breathe water and a swimming speed equal to half your speed, or you gain a climbing speed equal to half your speed.

Extra Attack

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn and are in your normal form. The number of attacks increases to three when you reach 14th level in this class and to four when you reach 20th level in this class.

Additionally, at 14th level you can attack one additional time whenever you take the Attack action on your turn while using the Natural Weapon option of Embodiment of Nature or Wild Shape.

Focused Form

At 6th level, when using Embodiment of Nature, you adopt a number of transformations equal to your proficiency bonus.

Additionally, the damage of the Natural Weapon transformation increases to 1d6.

Concentrated Form

At 10th level, you are able to use Embodiment of Nature abilities while transformed into a beast by Wild Shape. When using the Animal Sense transformation to gain advantage on sight-based Perception checks, you gain darkvision 60 feet (or if you already possess darkvision, its range increases by 30 feet). When using the Wild Movement transformation the swimming or climbing speed you gain is equal to your speed.

Dangerous Form

At 14th level, the damage of the Natural Weapon transformation increases to 1d8. When using the Animal Sense transformation to gain advantage on smell-based Perception checks, you gain blindsense 30 feet (or if you already possess blindsense, its range increases by 15 feet).

Lethal Form

At 18th level, the damage of the Natural Weapon transformation increases to 1d10. When using Embodiment of Nature, you adopt a number of transformations equal to your proficiency bonus plus your Wisdom modifier.

Revision #1

Created 28 November 2021 22:08:58 by Andrej

Updated 10 January 2023 20:04:54 by Andrej