

Archive of Forgotten Lore:

Druid

This is Supplemental Material

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. This is an option written by Odvaskar for that feature: The Circle of the Elements.

Circle of the Elements

Druids from the Circle of the Elements harness the wrath of nature. These druids understand that destruction is necessary for life to flourish. All druids from this circle form a connection to the elemental chaos and through this connection become conduits of pure elemental energy.

Circle Spells

2nd-level Circle of the Elements feature

You have formed a connection to the four primordial elements. This bond grants you access to some spells when you reach certain levels in this class, as shown in the Circle of the Elements Spells table.

Once you gain 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 the Elements Spells

Druid Level	Spells
2nd	<i>Absorb Elements, Chromatic Orb</i>
3rd	<i>Dragon's Breath, Shatter</i>
5th	<i>Fireball, Thunder Step</i>
7th	<i>Conjure Minor Elementals, Wall of Fire</i>
9th	<i>Cone of Cold, Conjure Elemental</i>

Elemental Forms

2nd-level Circle of the Elements feature

Starting at 2nd level, you can expend a use of your Wild Shape feature to take on an elemental form. As a bonus action, you can assume your elemental for 10 minutes. The form ends early if you are incapacitated, die, or use this feature again. Whenever you assume your elemental form, choose which of the following elements the form is attuned to; your choice gives you certain benefits while in the form:

Air. You take on the cloudy visage.

- You gain a flying speed of 10 feet.
- You gain resistance to lightning damage.
- Any cold, fire, or thunder damage you deal with your druid spells, instead deals lightning damage.

Earth. Your body becomes incased in stone.

- You gain a burrowing speed equal to your walking speed.
- You gain temporary hit points equal to three times your druid level.
- Any cold, fire, or lightning damage you deal with your druid spells, instead deals thunder damage.

Fire. Your form is engulfed in flames

- Any creature that hits you with a melee weapon takes 1d8 + your Wisdom modifier fire damage.
- You gain resistance to fire damage.
- Any cold, lightning, or thunder damage you deal with your druid spells, instead deals fire damage.

Water. Your body becomes a font of churning water.

- You gain a swimming speed equal to your walking speed and you can breathe underwater.
- You gain resistance to cold damage.
- Any fire, lightning, or thunder damage you deal with your druid spells, instead deals cold damage.

Tempestuous Conduit

6th-level Circle of the Elements feature

At 6th level, you are able to channel destructive power from elemental chaos. Spells you cast while in your elemental form ignore resistance to the damage type that correlates with your chosen form (Example: while in air elemental form the damage type is lightning).

Additionally, when you roll damage for a spell you cast that deals cold, fire, lightning, or thunder damage you can add your Wisdom modifier to one damage roll of that spell.

Empowered Elementa

10th-level Circle of the Elements feature

At 10th level, you can expend one use of Wild Shape to empower your elemental form with elemental chaos to transform into a true elemental. You can take on the form of an air elemental, an earth elemental, a fire elemental, or a water elemental.

Primordial Wrath

14th-level Circle of the Elements feature

When you reach 14th level, you are able to channel an enormous amount of energy from the elemental chaos. As an action, you can expend two uses of Wild Shape to be able to channel this energy, when you do so you gain the following benefits:

- You can take the form of a true elemental.
- You are able to cast druid spells that deal cold, fire, lightning, thunder damage.
- Any cold, fire, lightning, thunder damage you deal with your druid spells, instead deals damage that correlates to your elemental form (Example: while in air elemental form the damage type is lightning).