

# DRUID

## CIRCLE OF THE KAIJU

There is no greater beast in the world than the kaiju, and the enlightened druid knows this. The kaiju are often single entities, unique animals that have only themselves as rivals. The druids who follow the Circle of the Kaiju have a reverence for the imbalance created by the immense creatures. Their mere presence implies the existence of a greater circle of existence, of an ecosystem more vast what we can fathom. By seeing beyond the current cycle they find themselves in, they are able to obtain a small portion of this extradimensional energy, drawing closer and closer to their truest goal, becoming a full kaiju themselves.

### MONSTROUS SHAPE

When you choose this circle at 2<sup>nd</sup> level, you can transform into a Monstrosity with a Challenge Rating (CR) as high as your druid level, divided by 3, rounded down. You can transform into a beast with a challenge rating equal to your druid level divided by 4, rounded down.

### WILD ATTACK

At 6<sup>th</sup> level you can obtain any single attack from any Beast or Monstrosity you can turn into. When making the attack, only that part of your body temporarily changes before shifting back. The attack is made as if you had used Wild Shape to turn into that creature, using all the relevant modifiers from you and the creature.

You gain two additional attacks at 10<sup>th</sup> level and three more at 14<sup>th</sup> level (6 total).

You can use any of these attacks whenever you would make an attack on your turn but only once during your turn and the total number of these attacks you can use is equal to your Constitution modifier (minimum of one) before finishing a short rest.

### KAIJU ENHANCEMENT

At 6<sup>th</sup> level, your connection to the kaiju has enhanced you permanently in some ways. These enhancements carry over into your Wild Shape form as well. You can choose one of the following enhancements at 6<sup>th</sup> level and again at 10<sup>th</sup> level and 14<sup>th</sup> level. You can choose the same

upgrade at these thresholds but cannot choose the same enhancement more than twice.

- You gain +1 to your Base AC
- You gain +1 to Attack and Damage Rolls
- You gain +1 to the Bonus HP granted to you by your Constitution bonus
- You gain +1 to all skills you are proficient with.
- You gain +1 to your Save DC with Spells and Effects
- You gain +1 to your Spell Attack modifier

### EVOLUTIONARY EDGE

At 10<sup>th</sup> level, you round up, instead of down, when determining the CR of Monstrosities you can turn into.

At 14<sup>th</sup> level, your calculations for determining the CR of a Monstrosity you can turn into considers your druid level to be one higher than it actually is (to a max of effective level 21).

### FINAL FORM

At 14<sup>th</sup> level, you can choose to use your Wild Shape to transform into a single Beast or Monstrosity with a CR equal to your druid level + your Constitution modifier once per day. You can stay in this form a number of minutes equal to your druid level. Once this form has ended, you take a number of exhaustion levels equal to 1d4-1. You can choose a new form each time you gain a level in this class but cannot have more than a single form accessible with this feature, losing access to the previous form if you choose another. You must finish a long rest before using this feature again and cannot use it if you have any levels of exhaustion.

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