

Daemonomicon: 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 Abyss.

Circle of the Abyss

Druids from the Circle of the Abyss harness the destructive power of the abyss and the elemental chaos that created it. These druids have spent time traveling the abyss to understand the flora, fauna, and elemental forces of the it's infinite layers. However when one stares into the abyss, the abyss stares back. This is true for these druids, who become tainted by the abyss. This corruption allows them to take on the forms of abyss' denizens, demons. Their reward for this corruption is having control over the power of absolute destruction.

Circle of the Abyss Spells

2nd-level Circle of the Abyss feature

The bond with chaos grants you access to some spells when you reach certain levels in this class, as shown in the Circle of the Abyss Spells table. Once you gain 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 Abyss Spells

Druid Level	Spells
2nd	<i>Armor of Agathys, Chromatic Orb</i>
3rd	<i>Scorching Ray, Shadow Blade</i>
5th	<i>Fireball, Summon Lesser Demon</i>
7th	<i>Fire Shield, Summon Greater Demon</i>
9th	<i>Cloudkill, Cone of Cold</i>

Wild Shape of Power

2nd-level Circle of the Abyss feature

You can use your Wild Shape feature as a bonus action instead of an action. Additionally, when you drop a creature to 0 hit points you regain a number of hit points equal to your Wisdom modifier when you are wild shaped into an Abyssal Form.

Abyssal Form

2nd-level Circle of the Abyss feature

At 2nd level, you use an abyssal rite of this circle to transform in the form of a demon. You can expend two uses of Wild Shape to transform into a demon type creature with the challenge rating and limitation of the table below.

Starting at 6th level, you can transform into a demon with a challenge rating as high as your Druid level divided by 3, rounded down.

Circle of the Abyss Forms

Level	CR	Modification
2nd	1	Nonverbal, no immunities, No spell casting.
4th	1	Nonverbal, no immunities, No spell casting.
6th	2	No condition immunities except for Poisoned.
8th	2	
9th	3	
12th	4	
15th	5	
18th	6	

Forms of Destruction

6th-level Circle of the Abyss feature

While in an Abyssal Form, you gain the following benefits.

Magical Strikes. Your attacks while in beast or Abyssal Form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Elemental Conduit. Each of your attacks in a Wild Shape or Abyssal Form can deal its normal damage type or cold, fire, or lightning. You make this choice each time you hit with those attacks.

Demonic Spellcasting. Some abyssal forms have innate spellcasting, while transformed into one of these forms you can cast the form's specific spells using your druid spell slots. If the form is of CR 1 or lower you do not expend spell slots.

Abyssal Magic

10th-level Circle of Chaos feature

At 10th level, you have learned how to harness the elemental and chaotic powers of the abyssal. You can cast your Circle of the Abyss spells while in beast or Abyssal Form.

Absolute Destruction

14th-level Circle of the Abyss feature

When you reach 14th level, you can channel a greater amount of the elemental chaos that created the abyss. Once per turn when you hit a creature with a melee attack while in beast or Abyssal Form, you can expend one spell slot to deal cold, fire, or lightning damage to the target, in addition to the attack's damage. The extra damage is 2d6 for a 1st level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. You can use this feature a number of times equal to your wisdom modifier, and you regain all expended uses when you finish a long rest.