

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 Chaos.

Circle of Chaos

Druids from the Circle of Chaos harness the chaos of life and nature. These druids understand that the only constant in nature is change and seek to bring change wherever they go. They form a connection with chaos that allows them to influence the minds of others, channel wild magic, and take many forms that other druids can't for the risk of becoming a disfigured monstrosity or going insane is high. Unfortunately for druids of this circle most of them do become disfigured but their inner chaos protects their mind from going mad.

Circle Spells

2nd-level Circle of Chaos 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 Chaos 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 Chaos Spells

Druid Level	Spells
2nd	<i>Bane, Color Spray</i>
3rd	<i>Alter Self, Phantasmal Force</i>
5th	<i>Bestow Curse, Counterspell</i>
7th	<i>Confusion, Polymorph</i>
9th	<i>Geas, Dispel Evil and Good</i>

Chaos Surge

2nd-level Circle of Chaos feature

As an action, you can expend a use of your Wild Shape to channel the chaos of nature. Roll on the Chaos Surge table to determine the effect produced. Additionally, whenever you cast a spell from the circle of chaos spell table roll a d20. On a roll of 1, you can roll on the Chaos Surge table as well.

Chaos Surge

1d10 Magical Effect

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| 1 | A random plant within 60 feet of you becomes awakened (as if targeted by an Awaken spell) for 1 minute. |
| 2 | A CR1 beast chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later. |
| 3 | Wings sprout from your back for 1 minute. You gain a flying speed of 10 feet. |
| 4 | For the next minute, whenever you cast a spell that restores hit points to a creature it gains additional hit points equal to your proficiency bonus. |
| 5 | You have advantage on saving throws against spells and other magical effects until the end of your next turn. |
| 6 | A creature of your choice within 30 feet of you regains 1d10 plus your druid level hit points. |
| 7 | You can take another action immediately. |
| 8 | A creature of your choice within 30 feet of you must make a Wisdom saving throw or be under the effect of short-term madness for 1 minute. The madness ends if the creature takes any damage. |
| 9 | You grow a second head for 1 minute. You gain advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, and frightened. |
| 10 | You regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). |

Chaotic Form

2nd-level Circle of Chaos feature

At 2nd level, you learn to channel the chaos of nature into you allowing you to transform into strange forms. As an action, you can use your Wild Shape feature to transform into a Monstrosity or Plant using the same limitations and rules as for beasts.

The channeling of chaos into your body has left its mark on your normal form. You have inherited mismatched animal physical attributes becoming disfigured in a manner of your choosing.

Catalyst of Change

6th-level Circle of Chaos feature

At 6th level, you have an inner chaos that is represented by pool of d6s that you can spend to bring disorder and change around you. The number of dice in the pool equals 1 + your Wisdom modifier. As a reaction, whenever a creature you can see within 30 feet of you makes an attack roll, a saving throw, or ability check, you can roll a d6 and add or subtract the number rolled from the total. You regain all expended dice when you finish a long rest.

Chaos Shield

10th-level Circle of Chaos feature

At 10th level, you are surrounded by a barrier of chaotic wild magic that protects you from harmful magic. You have advantage on saving throws made against any spell that targets only you (not an area). If you succeed on the saving throw and the spell is of 3rd level or lower, the spell has no effect on you and instead targets the caster. Once you use this spell reflection you can't use it again until you finish a short or long rest.

Crucible of Life

14th-level Circle of Chaos feature

When you reach 14th level, you can channel a greater amount of chaos into your body to have it become a melting pot of life essence that allows you take on more chaotic forms. You can use your Wild Shape feature to transform into a Monstrosity or Plant of CR2 using the same limitations and rules as for beasts. Additionally, you can expend two uses of your wild shape to take the form of a Chimera.