



TERRAN Empire
Publishing
Presents:

Circles, Paths, &
Traditions



TERRAN EMPIRE PUBLISHING

CIRCLES, PATHS, & TRADITIONS

By: Robert Buckley

COMPATIBLE FOR



NEW DRUID CIRCLES - PG 5
NEW BARBARIAN PATHS - PG 8
NEW MONK TRADITIONS - PG 11
NEW SPELLS - PG 14

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DRUID

CIRCLE OF BLIGHT - Disciples dedicated to rot and decay.

CIRCLE OF CIVILIZATION - Protectors of urban animals and ecosystems.

CIRCLE OF THE SEA - Most at home in or near the water.

CIRCLE OF BLIGHT

You have devoted your life to fel gods and unspeakable spirits of nature. You seek to spread rot and corruption across the planet, especially to centers of civilization and human habitation.

CORRUPTED SOUL

Beginning when you choose this circle, you gain resistance to poison damage and a +2 bonus to saving throws to resist disease and the poison condition.

BONUS SPELLS

Your connection to corruption and blight allow you to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to spells connected with rot and decay. Once you gain access to a bonus spell, 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 considered a druid spell for you.

3rd - *hex, ray of enfeeblement*

5th - *fear, exploding corruption**

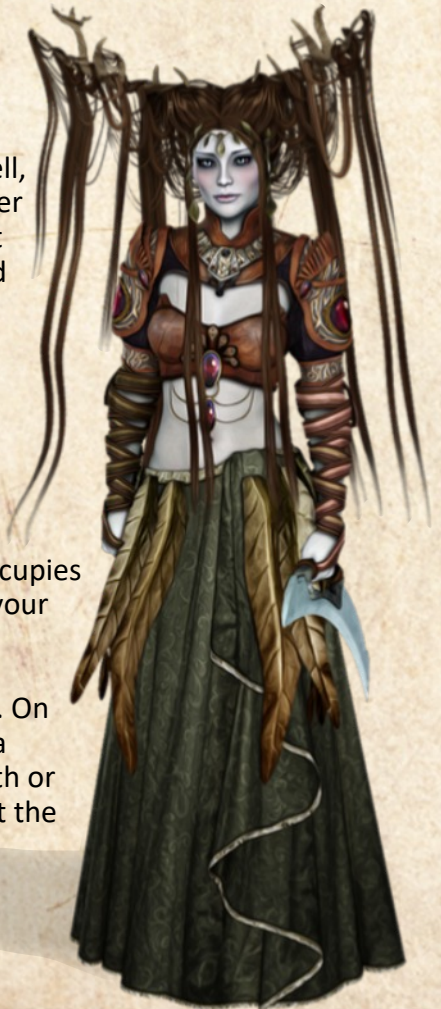
7th - *confusion, banishment*

9th - *cloudkill, sickly pallor**

*New Spell

DISPERSE MIASMA

At 6th level, you are able to use your action to release a thin cloud of corruption and disease from your lungs. The cloud you create occupies a 20-foot radius sphere, exhaled and dispersed over the course of your turn. You are immune to the damage from this ability. Any other creature caught in the mist must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failed save, they suffer 6d6 poison damage, and half as much on a successful save. Creatures are affected even if they hold their breath or don't need to breathe. The mist moves away from you by 10 feet at the start of your turn. It rolls along the surface of the ground and pours down accessible openings. The mist completely disperses after 5 minutes. You can use this ability once before a short or long rest.



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POISON IMMUNITY

At level 10, you become immune to poison damage, natural and magical diseases, and the *poisoned* condition.

BLIGHTBLOOD

Upon reaching level 14, any creature who strikes you in melee combat must make a Constitution saving throw against DC of 8 + your proficiency bonus + your Wisdom modifier. On a failed save, they take 2d6 + your Wisdom modifier in poison damage. Due to the extensive concentration of corruption in your blood, creatures who have immunity to poison are still affected by this ability, but it affects them as if they had resistance to poison instead.

CIRCLE OF CIVILIZATION

Many Druids keep to the Wilds, while some make their way within settlements, protecting the fragile ecosystems and animals that call the areas home.

BONUS CANTRIP

Beginning when you choose this circle, you learn once additional druid cantrip of your choice.

BONUS SPELLS

Your connection to civilized places allow you to cast certain spells. At 3rd, 5th, 7th, and 9th level, you gain access to spells connected with the flourishing of civilization. Once you gain access to a bonus spell, 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 considered a druid spell for you.

3rd - *comprehend languages, bloom**

5th - *calm emotions, thorn skin**

7th - *compulsion, dimension door*

9th - *animate objects, mislead*

*New Spell

CHANGING FACES

Upon reaching level 6, you are able to cast *alter self* at will. You can only use this ability if you are in your turn form, not while in beast shape.

CULTIVATING TOUCH

At level 10, you are able to cast the spell *plant growth* a number of times equal to 1 + your Wisdom modifier before a long rest. The spell does not count against the number of spells you can prepare each day.

SUMMON VERMIN SWARM

At level 14, you are able to use your action to summon a swarm of vermin to fight for you. The ability calls forth a swarm of bats, insects, snakes, quippers, rats, or ravens (described in 5th Edition Monster Manual) which show up at the beginning of your next turn. The swarm will take limited verbal commands from you (no action required by you). If you don't issue any commands, they will attack any hostile creature within 30 feet of you. The swarm remains for 1 + 1d10 minutes, at which time the remaining vermin disperse. You may use this ability once before a long rest.



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CIRCLE OF THE SEA

Also known as shepherds of the sea, Druids who follow this circle guard coastlines and islands from corruption and the ever-encroaching taint of civilization.

ONE WITH THE SEA

Beginning when you choose this circle, you develop the ability to hold your breath for up to 15 minutes before needing air. If you are fully immersed in water, you gain +2 to your initiative rolls and +2 to Wisdom and Constitution saving throws. At level 10, you are able to breathe both air and water.

AQUATIC ADAPTATION

At level 2, you gain +2 to Strength (Athletics) checks to swim and a swim speed equal to your base walking speed. You also subtract 1 point per Wisdom modifier any time you take cold damage. It is possible to receive no damage this way.

AQUATIC BEAST SHAPE

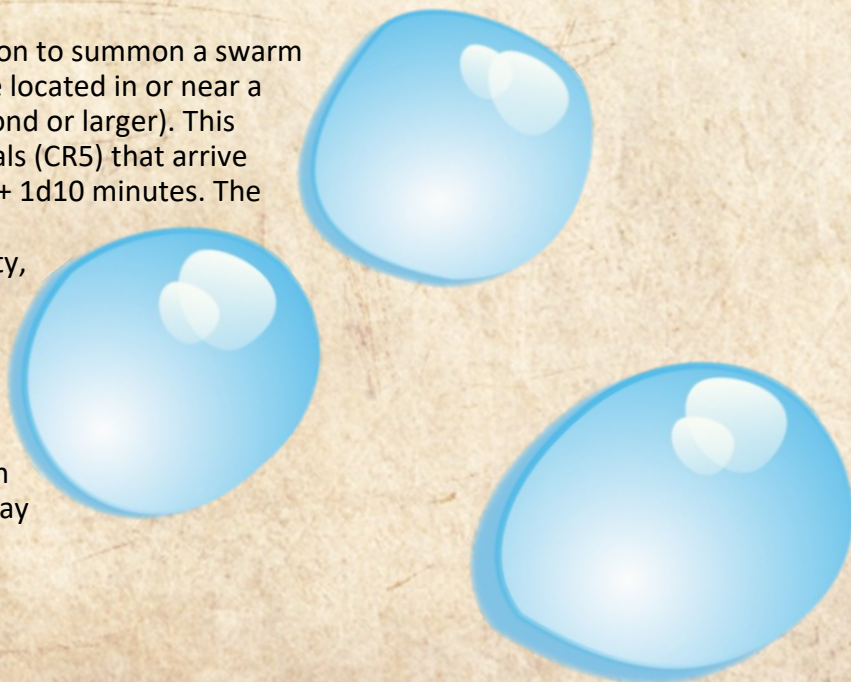
At level 6, you are able to transform yourself into an aquatic beast with a CR of 1 or lower while using your Wild Shape ability. At level 8, you are able to assume the form of an aquatic beast with a CR of 2 or lower.

THICK SKIN

Upon reaching level 10, your skin becomes stronger from the constant strain of being at great depths. You gain resistance to piercing and slashing weapons, as well as force damage. At level 17, you gain immunity to force damage.

SUMMON ELEMENTAL SWARM

At level 14, you are able to use your action to summon a swarm of water elementals to you. You must be located in or near a body of water (of size equal to a large pond or larger). This ability calls forth $1 + 1d4$ water elementals (CR5) that arrive on your following turn and remain for $1 + 1d10$ minutes. The elementals are friendly to you and your companions for the duration of the ability, at the end of which any remaining elementals disperse back to their plane of existence. The elementals will take simple verbal commands from you (no action required by you). If you don't issue any commands, they take no action other than to defend themselves. You may use this ability once before a long rest.



BARBARIAN

PATH OF THE BATTLERAGER - An armored warrior who relishes combat.

PATH OF THE ELEMENTS - A warrior who is one with the building blocks of life.

PATH OF THE PUGILIST - A master of close quarters combat.

PATH OF THE SEA - A warrior who is most at home in and on the water.

PATH OF THE BATTLERAGER

Some Barbarians toss aside the hides and leathers of their kin, choosing to instead don suits of chain and plate, armored knights with a fury that is unsurpassed.

ARMORED RAGER

Beginning when you choose this path, you gain a +1 bonus to AC when wearing medium or heavy armor or using a shield while in a rage.

EXPLOSIVE DAMAGE

At level 6, you are able to add your proficiency bonus to your rage damage a number of times equal to 1 + your Strength modifier before a short or long rest.

HEAVY ARMOR TRAINING

Upon reaching level 10, you gain the Heavily Armored feat for free.

RAGING CRITICAL

At level 14, you score a critical hit on a natural roll of 18 - 20 while in a rage. You may also double your Strength modifier when calculating the total damage from a critical strike you make while in a Rage.

PATH OF THE ELEMENTS

Some tribes worship spirits of nature made up of ice, fire, wind, and earth. Young warriors endure rituals exposed to various elements to teach their bodies to acclimate to their touch and how to feed from their power.

POWER OF THE ELEMENTS

Beginning when you choose this path, whenever you receive elemental damage (cold, fire, lightning, acid) in any amount, you temporarily add $\frac{1}{2}$ of the total damage taken (rounded down, minimum of 1 point) to your rage damage on your next turn. You must be in a rage to benefit from this feature.



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ELEMENTAL ABSORPTION

At level 6, whenever you are hit with elemental damage (cold, fire, lightning, acid), you may absorb some of the lingering energy. You can add 1d10 damage of the element absorbed this way to any melee or ranged weapon attack a number of times equal to your proficiency bonus before a short or long rest.

HARDY RESISTANCE

Upon reaching level 10, you gain +4 to resist exhaustion or any of the following conditions: *blinded*, *deafened*, *poisoned*, *stunned*, *paralyzed*, *petrified*.

ELEMENTAL CONDITIONING

At level 14, your body becomes accustomed to absorbing various elements, and you can use your action to enter a hyper elemental state. You must choose which element (Ice, Fire, Earth, Air) to charge your body with. Once chosen, you remained charged with that element for the duration, and it cannot be changed. The abilities you gain from this feature and the element they are associated are:

- **Air.** You gain +4 to Dexterity saving throws and Dexterity ability checks. You also gain +2 to your AC and the benefits of the *feather fall* spell.
- **Earth.** You gain +2 AC, resistance to nonmagical bludgeoning, slashing, and piercing damage, and immunity to acid damage.
- **Fire.** You deal an additional 5 points of fire damage with every successful melee weapon attack. Creatures who strike you in melee take 5 points of fire damage, and you gain immunity to fire damage.
- **Ice.** Each successful melee strike you deal also subtracts 1 foot from your target's base movement speed for every point of damage you cause. Creatures who are immune to cold damage do not suffer the movement penalty. The movement speed penalty lasts for 1 + 1d6 rounds.

You can enter this hyper elemental state twice before needing a long rest, and each time lasts for a total number of rounds equal to 1 + your Constitution modifier.

PATH OF THE PUGILIST

Some Barbarians prefer to take creatures down with their bare hands. These brutal combatants also learn a great deal about grappling, using advanced maneuvers to crush their foes.

CLOSE RANGE COMBATANT

Beginning when you choose this path, you gain a +1 to unarmed melee strikes and your unarmed strikes deal 1d4 bludgeoning damage. Your unarmed melee strikes gain power as you gain levels, the damage increasing to 1d6 at level 5, 1d8 at level 11, and 1d10 at level 17.

EXPERT GRAPPLER

At level 6, you gain a +4 to grapple creatures and a +4 to resist the *grappled* condition. You are also treated as one size larger than you really are when determining whether you can be grappled or if creatures automatically succeed on checks to escape your grapple. You do not suffer a disadvantage on attack rolls if you are knocked prone.

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HURL BODY

Upon reaching level 10, you are able to use your action to throw a creature you have successfully grappled. You must succeed in a Strength ability check vs a DC 10 + the creature's Strength modifier, if any. If successful, you hurl the creature up to 10 feet per Strength modifier you possess, and they are knocked prone. The creature takes 3d8 + your Strength modifier in bludgeoning damage when they hit a solid object, including the ground, and another 1d6 damage per 10 feet it was thrown. If the creature should strike another creature, that creature must make a Dexterity saving throw against DC 13 or take the same damage and be knocked prone.

CHARGING TAKEDOWN

At level 14, if you have room to move, you are able to use your action to charge a creature with devastating force and knock it prone. You must succeed in an unarmed melee weapon attack. If you are successful, the creature suffers 3d12 + your Strength modifier in force damage. The creature must succeed in a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, you may choose for them to be either knocked 10 feet back or knocked prone.

PATH OF THE SEA

Not all tribes roam forests, plains, or mountain passes. Some hunt on beaches and coastlines, pillaging fishing communities and seeking treasure on the high seas.

UNDERWATER TERROR

Beginning when you choose this path, you are able to hold your breath for up to 10 minutes + 5 minutes per Constitution modifier you have, if any. You also gain a swim speed equal to your base movement speed. When you reach level 10 you are able to breath both air and water.

SAVAGE OF THE SEAS

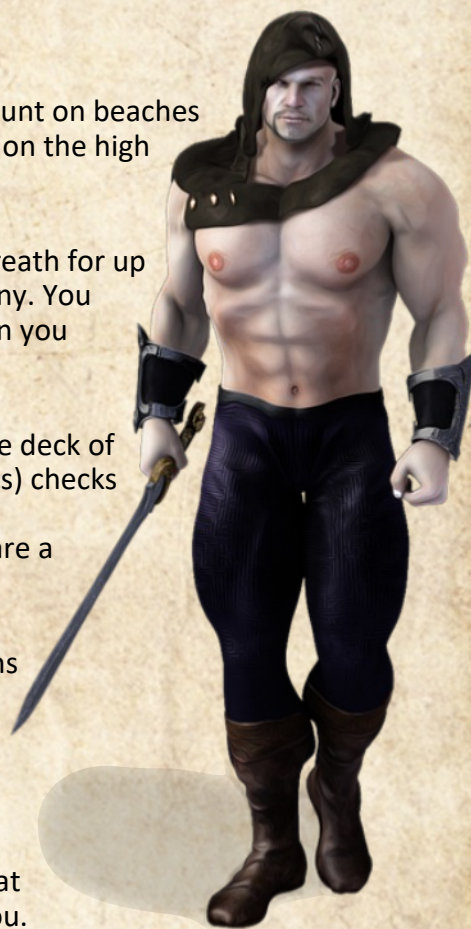
At level 6, you gain +4 to Dexterity (Acrobatics) checks while on the deck of a ship at sea. In addition, you gain advantage on Strength (Athletics) checks while swimming or climbing the rigging of a ship. You also add an additional 1 point of damage to every successful strike when you are a distance of 50 feet or less from a large body of water.

DON'T TRY THIS AT HOME

At level 10, you are able to cure yourself of the following conditions by ingesting at least three large mouthfuls of sea water: *poison, blindness, deafness, frightened*.

COME AT ME

Upon reaching level 14, you may use your action to momentarily drop your guard, giving any creature who attacks you a +4 to their melee attack rolls against you until your next turn. Every attack that lands against you this way provokes an opportunity attack from you. The opportunity attack is resolved before the enemy's attack. You gain +2 to the opportunity attack roll and, if successful, add your Barbarian level to the total damage. You may do this a number of times equal to 1 + your Constitution modifier before a short or long rest.



MONK

WAY OF THE GHOST-FACED KILLER - Beware the killer who walks in the spirit world.

WAY OF THE POISON FIST - Long lost and forbidden techniques allow the very corruption of one's soul.

WAY OF THE WEAPON MASTER - Dangerous with a variety of deadly weapons.

WAY OF THE WEIGHTLESS FOOT - Stunning swordplay and gravity defying martial arts.

WAY OF THE GHOST-FACED KILLER

In a flash, the sword falls and the body hits the floor. The killer goes unseen; an apparition in the night. The secretive clan of killers is feared for their nearly perfect completion rate of murder for hire contracts.

INCORPOREAL STRIKES

Beginning when you choose this tradition, your unarmed melee attacks strike incorporeal creatures for their full damage. Your unarmed melee attacks also bypass 1 point of AC from any creature or object you attack, and at level 15, you bypass 2 points of AC when making an unarmed melee attack roll.

For example, a creature with an AC of 15 is considered to have an AC of 14 against your unarmed melee attacks only.

GHOST SIGHT

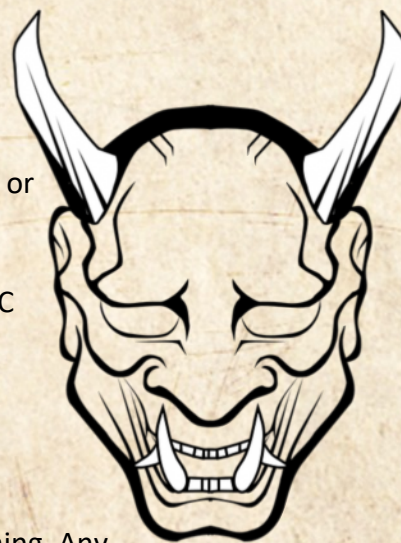
At level 6, you gain the ability to see *invisible* or ethereal creatures.

FRIGHTFUL PRESENCE

At level 11, your mere presence is enough to send weaker foes running. Any hostile creature who is within 20 feet of you and whose challenge rating is lower than your monk level must succeed in a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier, if any. On a failed save, they gain the *frightened* condition for 1d6 rounds.

INVISIBLE STRIKE

Upon reaching level 17, you are able to cast *invisibility* on yourself once before a short or long rest. While invisible, the first attack you make gains +3 to the attack roll and, on a successful strike, you add your monk level to the total damage. This strike, and only this strike, does not dispel your invisibility. You cannot benefit from this feature if you are turned invisible by any other means.



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WAY OF THE POISON FIST

Meeting in underground dojos and training halls, adherents of the Way of the Poison Fist are forced to meet in secret, as the authorities have learned to quickly stamp out cults who teach this twisted form of martial arts.

VENOMOUS BLOWS

Beginning when you choose this tradition, you are able to add 2 points of poison damage to every successful unarmed melee attack or melee weapon attack. You also gain resistance to poison damage and you can never be poisoned by your own abilities.

VENOM IMMUNITY

At level 6, you become accustomed to the presence of poisonous insects and animals. You gain immunity to any venom or poison that comes from an insect, fish, reptile, mammal, or amphibian. You also gain proficiency in the poisoner's kit, if you did not already possess it.

TOUCH OF POISON

At level 11, you are able to use your attack action to transmit a virulent magical poison via skin-to-skin contact. If you are successful in an unarmed melee attack, you add an additional 4d8 poison damage. The target creature must also succeed in a Constitution saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, they gain the *poisoned* condition for 1d4 hours. You may use this ability once before a short or long rest.

COBRA STRIKE

Upon reaching level 17, you are able to use your attack action to deliver a potentially fatal blow. If you succeed in an unarmed melee attack, you add an additional 10d8 poison damage. The target creature must also succeed in a Constitution saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, they are considered *paralyzed* for 1d4 minutes.

WAY OF THE WEAPON MASTER

Most Monks learn to defend themselves with few weapons, needing little in the way of implements of harm when they have dedicated their own bodies to becoming a weapon. Some seek to combine spirit and weapon into one, training to perfect a technique that transcends all others.

EXPANDED WEAPON PROFICIENCIES

Beginning when you choose this tradition, you gain proficiency in 5 weapons of your choice.

PERFECT STRIKE

At level 6, you are able to roll your melee attack roll three times. You may choose the best outcome. You can use this ability as many times as equal to your proficiency bonus before a long rest.



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FOCUSED WEAPONS TRAINING

At level 11, you are able to choose two weapons you are proficient with and add a permanent +2 to attack and damage rolls with them. At level 17, the bonus increases to +3 and you are able to choose one additional weapon. You cannot choose your unarmed strikes for use with this feature.

STANCE OF THE STEEL LOTUS

Upon reaching level 17, you are able to use your action to align your chi and harden your skin against weapon blows. You gain immunity to nonmagical bludgeoning, piercing, and slashing damage. This immunity lasts for a number of rounds equal to your proficiency bonus + your Strength modifier. You can use this ability once before a short or long rest.

WAY OF THE WEIGHTLESS FOOT

Leaping from rooftops is the first thing they teach you when you dedicate your life to the Way of the Weightless Foot. Each step leads to the sky as you bound effortlessly from ledge to slim precipice. You hone every muscle in your body to obey your mental command: *fly*.

LIGHT STEP

Beginning when you choose this tradition, you gain +2 to Dexterity saving throws and Dexterity ability checks. You gain a +4 to Dexterity (Stealth) checks when attempting to move silently.

ACROBATIC LEAPS

At level 6, you gain advantage on Dexterity (Acrobatics) checks and can now double the distance you leap without first expending a Ki point.

WEIGHTLESSNESS

Upon reaching level 11, you gain a limited form of flight when you leap off the edge of cliffs, ledges, roofs, or similar precipices. You gain a fly speed equal to $\frac{1}{2}$ of your base movement speed for 1 turn. Every time you land at the end of your turn, you may leap off again, for a total number of times equal to 2 + your Dexterity modifier. You regain all uses after a short or long rest. You are also protected by a permanent *feather fall* spell.

ELUSIVE TARGET

At level 17, you are able to spend 6 Ki points as a bonus action to add your proficiency bonus to your AC for a number of rounds equal to 1 + your Dexterity modifier. You may spend an additional 2 Ki points to give every hostile creature disadvantage when attacking you for the duration.

NEW SPELLS

BLOOM

1st level transmutation

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Concentration, up to 10 minutes

You can cause any flora that is capable of blooming to come into full bloom within 30 feet of your position. Any tree, bush, or flower that is capable of bearing edible food (fruit, nuts, etc.), does so. Dead plants are not affected by this spell.

EXPLODING CORRUPTION

3rd level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch can cause any creature who fails a Constitution saving throw to instantly take 8d6 poison damage from the virulent magical disease you transmit. If they are dropped to 0 hit points through this damage, they must succeed in another Constitution saving throw or explode, flinging viscera and rot up to 5 feet away (for a Small sized creature) +5 feet for every size category past Small. Creatures smaller than Small do not explode with enough force to fling the corruption. Any creature hit within the distance of the explosion and not protected by at least half cover or more must succeed in a Constitution saving throw. On a failed save, they gain the *poisoned* condition for 1d10 minutes.

SICKLY PALLOR

5th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Your touch can cause a creature to become poisoned and drained of all vitality. Creatures are entitled to a Constitution saving throw to resist the effects of the spell. On a failed save, they gain the *poisoned* condition and -1d10 Constitution for 1 hour. If a creature is brought to 0 Constitution, they instantly drop to 0 hit points.

SPIRIT OF THE DOLPHIN

2nd level transmutation

Casting Time: 1 action

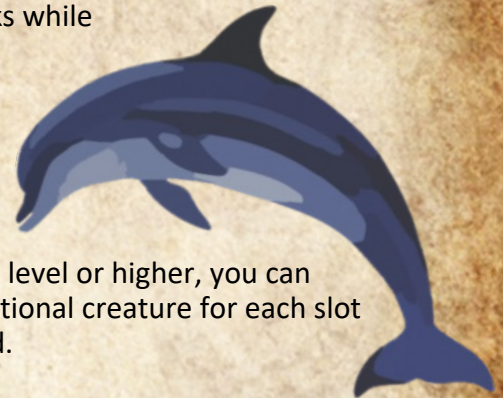
Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it the spirit of the dolphin, granting them swim speed of 60 feet and advantage on Strength (Athletic) checks while swimming.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



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THORN SKIN

3rd level transmutation

Casting Time: 1 action

Range: Self

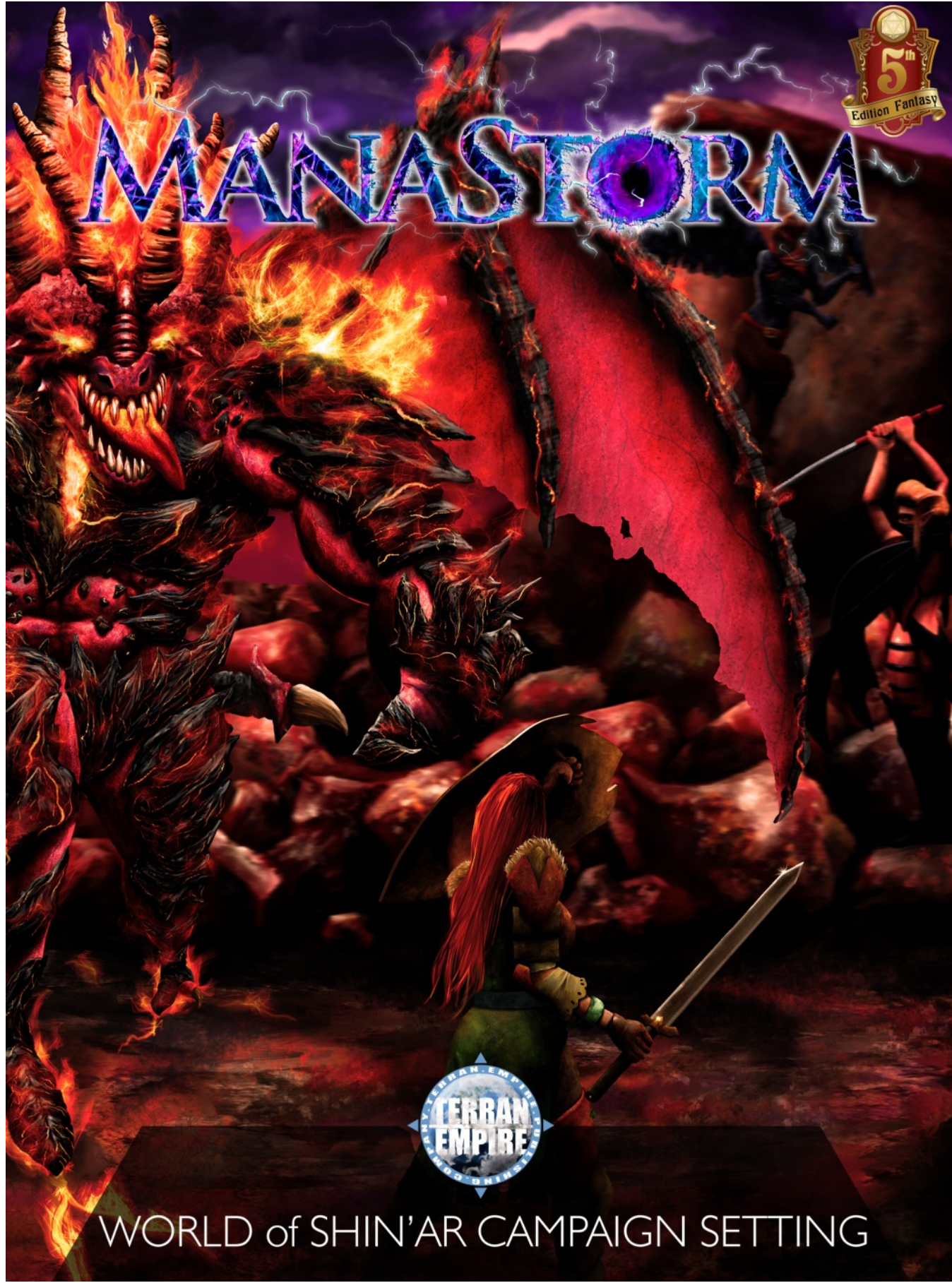
Components: V

Duration: Concentration, up to 10 minutes

You cover your body in razor sharp thorns. The thorns are magical in nature and appear to protrude from your skin, however, they do not pierce or otherwise rip your clothing. Instead, they appear to go through your clothing without leaving any holes. For the duration of the spell, whenever you are struck in melee combat, the attacking creature receives 3d6 piercing damage in return. You may also use your body as a weapon, either by throwing yourself at someone or falling on a creature who is prone or otherwise knocked to the ground, dealing 3d6 piercing damage on a successful melee attack roll.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the damage your thorns deal by 1d6 for each slot level above 3rd.





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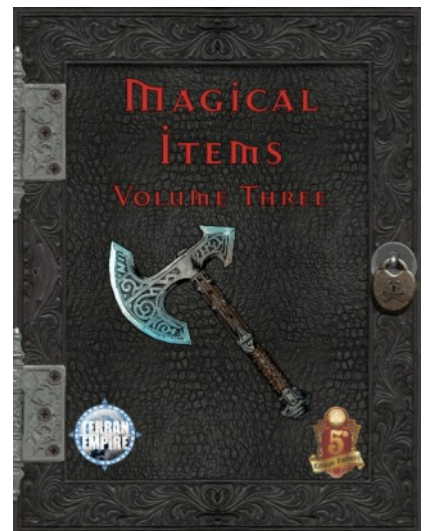
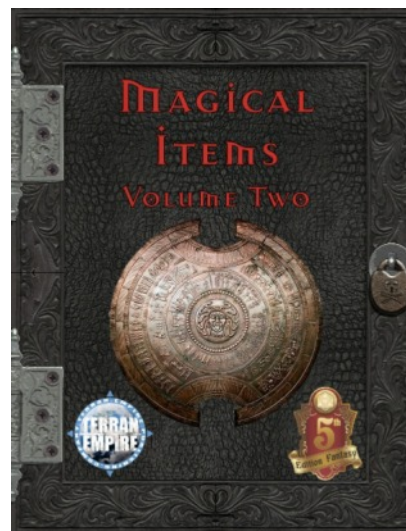
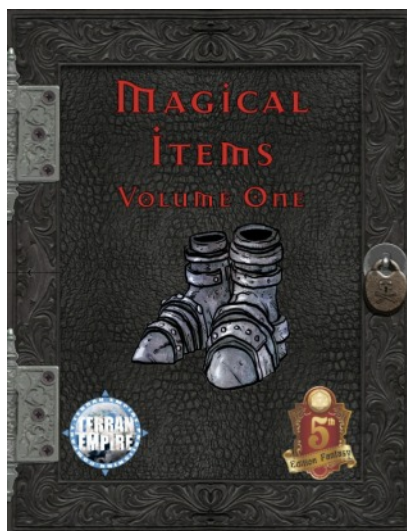
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