

CIRCLE OF THE RIVER

DRUID CIRCLE



CRIT ACADEMY PRESENTS...

5e
COMPATIBLE

A druid circle to shape parts of the body as easily as water flowing around a rock.

DRUID: CIRCLE OF THE RIVER

Druids are often secretive and enigmatic. The forest, plains, arctic and desert are all homes to a variety of druidic people. Each of these cultures, known as circles, form close bonds with the primal spirits of nature. Their close tie to the natural environment allows them to access the primal magics from the environment, sculpting their personalities, powers and skills.

The druid's bond to the primal spirits are so intertwined that it has gifted the druids the power to take the shape of nature's most beautiful and deadly beasts. There is a small circle of druids who understand that all creatures have strengths and weaknesses, and thus they set out to learn how to take the best of each creature and adapt them to a single form. Flowing like a river, their body flows and adapts to take on the best features without fully embracing the complete form. These druids are known as the Circle of the River.

TREASURED ITEM

Druids are creatures of reverence. Their love for the world around them creates a sense of value in objects and possessions that to many are more mundane. The druid often finds complex meaning and personal outlook tied to the treasured object. Sometimes as a reminder of their personal ideals or significant events that shaped their outlook on life.

When choosing a treasured item for your druid, consider giving it a unique story that ties in well with the character's beliefs and way of life. Where did it come from, and why did it become important to you?

TREASURED ITEMS

d6	Item
1	An intricately carved dagger made from a bone of an animal companion that lost its life protecting you.
2	A chunk of tree bark from a tree where you studied with your mentor.
3	A small bracelet sewn from materials of different animal species such as spider's silk, ram's wool, snakeskin and other materials.
4	A large coin sized seed from your favorite plant that smells of dried juniper.
5	A dried-out flower that was given to you by an unexpected source.
6	A vial of soil from a druidic grove attached to a vine necklace.

GUIDING ASPECT

Many druids often have a strong connection to specific aspects of the natural world, such as type of plant, tree, river, lake or creature. This aspect becomes a core of your nature on a personal level. Your aspect impacts your personality, combat style and behavior as you seek to emulate that aspect in some way.

GUIDING ASPECT

d6	Guiding Aspect
1	Life is like the ocean's tide. It rises and falls in a never-ending cycle.

- 2 Weeping willow trees represent fluid motion, their complex vine branches blowing the wind, but never tangling, so must you be fluid to the blowing of civilizations winds.
- 3 As demonstrated by the patience of an ambushing spider, an individual should wait for the perfect opportunity to strike, catching their prey unaware.
- 4 The season are every changing, for in each season brings a new beauty, so must you accept that change within yourself and others always brings new beauty. Even if it is covered under layers of mud or snow.
- 5 The ferrets in the ground, small as they are, have proven that when clearly outmatched by an enemy, the best tactic is to retreat, living to fight another day.
- 6 The hawk understands the view from above grants far more awareness to that around it than the view from the ground. Taking a moment to view the world from a distance will often reveal more of the story than a single page.

MENTOR

The understanding of the world around you is a complex and difficult task. The intricacies of the life, death and growth take years if not generations to master. The druidic mystic arts make this task even more difficult, as the magics and shifting require a deep understanding of the very nature of the world and the creatures the druids seek to emulate. Because of this many would-be druids seek out elders who are willing to take on a ward and share their knowledge and help the druid to understand their place in the world and how to access to the power that infuses it.

If your character received education or training from an instructor who, or what was the individual? Was it a powerful spirit that gave you an appreciation for the world around you or was a hold hermit who influenced your methods for achieving your goals?

MENTOR

d6	Mentor
1	Your mentor was an ancient elf who was the last of his line, sharing his family secrets with you alone before passing to illness.
2	Your mentor was a fey blink dog who was trapped on the material plane. After years of struggle to return, he became the guardian of an emerald forest.
3	After your caravan was attacked during travel between cities, an old hermit found you alive and treated your wounds for months, mentoring you on her ways all the while.
4	While out hunting for a meal, you stumbled across a large green emerald, inside which was a fey sprite. You freed the sprite inside, and as a thank you for freeing her, she shared our knowledge with you.
5	Your mentor was an entertainer. His close connection with nature allowed him to put on amazing performances with his animal companions. Falcons with intricate flight maneuvers, dancing owlbears and so much more.
6	Separated from your family at a young age, you were forced to survive the best you can. Your mentor, druid who always took on the form of an owlbear took you in.

DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the *Player's Handbook: The Circle of the River*

CIRCLE OF THE RIVER

Druids of the Circle of the River are regal, elegant and allow their life to flow like a river. They can be punishing and vicious to those who bar their path but can also be gentle and wash around the inconveniences that the world tosses their way. Their place of summits are small island groves in the center of waterways or lagoons. Unlike most recluse druids, they opt to keep an eye on the world beyond their forests, meeting to share information on the politics of the civilizations that float around their emerald and sapphire homes.

Much like their circle of the moon cousins, they elect to focus on their inner power, shaping their body like a river and letting it adapt to a variety of needs. While their forms are more limited than that of their moon brethren, druids of the circle of the river are far more versatile. They alter smaller aspects of their form allowing them to take on features from multiple creatures into a single form. This technique is generally frowned upon by other circle's as they consider it a bastardization of nature's creations.

CIRCLE OF THE RIVER FEATURES

Druid Level	Feature
2 nd	Wild Shifting, Shifts
6 th	Extra Attack
10 th	Adaptable Form
14 th	Wild Regeneration

WILD SHIFTING

At 2nd level, you gain the ability to manipulate your wild shape with precision. Allowing you to shape smaller aspects of your body without changing completely.

You can expend a use of your wild shape feature to activate a shift as a bonus action. The shift lasts until you choose to end your shift as a bonus action, until you replace it with another shift, or you fall unconscious. You can maintain two shifts at one time in addition to your wild shape form. The number of shifts you can hold at one time increases at higher levels.

Additionally, then number of times you can use your wild shape feature is equal to your Constitution modifier (minimum of twice).

At 6th level you can maintain up to three shifts, four at 14th level. These can be used while wild shaped, your wild shape form adapts to the shifts.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Any unarmed strike with natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ADAPTABLE FORM

At 10th level, you learn to temporarily adapt your body to resist an enemy's attack. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Additionally, you have advantage on saving throws against the *polymorph* spell or similar magical effects.

WILD REGENERATION

At 14th level your masterful control of your body allows you to force it to regenerate damaged features substantially faster than it would naturally.

As an action, you can spend a number of Hit Dice up to your Constitution modifier. You regain hit points equal to the total. You cannot use this feature again until you finish a short or long rest.

SHIFTS

BARBED HIDE

As a bonus action you can cause spikes, spines, barbs or other sharp form to protrude all over your body or retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.

When a creature touches or hits you with a melee weapon attack, you can use your reaction to extend the barbs for an instant to deal 1d6 piercing damage to that creature.

ENHANCED ABILITY

You shape and shift your features to bestow yourself with an animalistic enhancement. Choose one of the following effects: you gain that effect until the shift ends.



Bear's Endurance. You have advantage on Constitution checks. You also gain 2d6 temporary hit points, which are lost when the shift ends.

Bull's Strength. You have advantage on Strength checks, and your carrying capacity doubles.

Cat's Grace. You have advantage on Dexterity checks. You also don't take damage from falling 20 feet or less if you aren't incapacitated.

Eagle's Splendor. You have advantage on Charisma checks.

Fox's Cunning. You have advantage on Intelligence checks.

Owl's Wisdom. You have advantage on Wisdom checks.

ENHANCED MOVEMENT

Your legs shift and change into that of a cheetah, panther, gazelle or some other swift creature. Your speed increases by 10 feet while you aren't wearing heavy armor.

Additionally, you can take the Disengage action as a bonus action on your turn and your jump distance is doubled.

You can spend an additional use of your wild shape allowing you to take the Dash action as a bonus action.

EYES OF THE NIGHT

Your eyes twist and shape to take the form of a cat, owl or some other night stalker. You gain darkvision out to 120 feet.

You can spend an additional use of your wild shape to gain the ability to see through magical darkness.

FLIGHT

You grow wings of your choosing, bat, bird or ray-like fins that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

At 5th level you can choose to spend two uses of your wild shape to gain a flying speed of 40 feet.

LONG-LIMBED

You elongated your limbs like that of a monkey. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

NATURAL ARMOR

Your skin in some places becomes covered by a thick insect like carapace or hard scales. While you aren't wearing armor, your AC 17 (your Dexterity modifier doesn't affect this number). If you are using a shield, you can apply the shield's bonus as normal.

NIMBLE CLIMBER

You grow sharp claws on your feet and hands as well as a tail. You have a climbing speed equal to your walking speed and a feline like grace granting you advantage on Dexterity (Acrobatic) checks.

Additionally, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength

modifier, instead of bludgeoning damage normal for unarmed strike.

SLIMY SKIN

Your skin shifts and morphs into a smooth, moist and slimy surface like that of a frog or eel. This makes you difficult to hold and allows you to squeeze in tight places.

You gain advantage on all Strength or Dexterity checks to escape being grappled.

Additionally, you can squeeze through a space or passage without requiring extra movement.

TEMPERATURE ADAPTATION

You grow arctic fur, or change to your core in a similar way, allowing you to easily adapt to the harsher more extreme environmental temperatures. Choose an environment to adapt to extreme heat or extreme cold. You do not suffer the penalties imposed by these environments (DMG).

Additionally, you gain immunity to fire damage if you chose extreme heat or immunity to cold damage if you chose extreme cold.

TENTACLES

You shift one or both arms into a long tentacle, like that of a squid or octopus. Your proficient with unarmed strikes with the tentacles. These natural weapons have a reach of 10 feet and deal 1d6 + your Strength modifier bludgeoning damage, on a hit the target is grappled. This appendage can't precisely manipulate anything and can't wield weapons, shields or any other equipment.

You can spend an additional use of wild shape to increase the damage die to 1d8 and the reach by 10 feet.

UNDERWATER ADAPTATION

You shape your body to take on the aspects of creatures of the water, growing gills, fins, tail or all three. You can breathe air and water, and you have a swim speed equal to your walking speed.

WEAPONS OF THE WILD

You grow claws, fangs, spines, horns or a different natural weapon of your choice. Your unarmed strike deals 1d8 + your Strength or Dexterity modifier bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes.

The natural weapons are magical for the purposes of overcoming resistances. When you make an attack with your natural weapons, you can use a bonus action to make an additional unarmed strike.

You can spend an additional use of your wild shape to increase the damage to 1d10 for one hour.

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