

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE BEAST

Growling, snarling, and howling at the moon, druids of the Circle of the Beast most often convene for their terrifying blood hunts. Druids of this circle embrace their animalistic side, forsaking civilization of man and often any foods that are not red meat. The most powerful of their Circle are more beast than man, and fight like savage monsters, howling through the carnage in a flurry of teeth, claws, and fur.

BEAST FORM

When you choose this circle at 2nd level, you gain some of the physical aspects of a beast. Your features become more bestial and you grow your choice of claws, fangs, spines, or horns. Your unarmed strikes deal 1d8 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you choose, and are considered Light Finesse weapons and may be used for Two Weapon Fighting. You are proficient with your unarmed strikes. As an action, you may conceal your bestial traits and revert to your original appearance. This change lasts as long as you maintain concentration on it, or until you choose to end it.

BESTIAL SENSES

When you choose this circle at 2nd level, you gain the ability to see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have Darkvision, your range increases by 30 feet. You also gain advantage on Wisdom (Perception) checks that rely on smell.

ABLE HUNTER

When you reach 6th level, you have become adept at navigating wilderness using your beast form. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made to climb, jump, swim, or otherwise navigate natural terrain.

BEAST'S FURY

Beginning at 10th level, you can attack twice when you take the Attack action on your turn. At least one of these attacks must be made with an unarmed strike.

PRIMAL HEALING

At 14th level, you gain the ability to close wounds on your body as they appear. When another creature damages you with an attack, you may use your reaction to reduce the damage by 1d8 + your druid level. If this reduces the attack's damage to 0, you regain the difference in hit points, up to your hit point maximum. You may use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

