

Circle of The Swarm





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At 2nd level, a druid gains the Druid Circle feature. The following Circle of the Swarm is an option available to a druid, in addition to those offered in the *Player's Handbook*.



CIRCLE OF THE SWARM

The Circle of the Swarm is made up of zealots and fanatics, these druids meet in secret places around the carcasses of ritualistically sacrificed beasts. The circle has no hierarchy, as all are equal in the swarm. They discuss ways to protect the many, often at the expense of the few. Those of this circle are often selfless pragmatists, solemnly sacrificing themselves or others if they believe it would serve a greater good. As a member of this circle, your magic allows your mind to dilute and recombine, one becoming many and many becoming one.

SUMMON SWARM

Starting at 2nd level, as an action you can expend one use of Wild Shape to summon a swarm of tiny creatures to do your bidding. You may summon any creature you have seen before that has the swarm ability with a CR of 1 or lower. The swarm appears in an unoccupied space within 30 feet of you. The summoned swarm is friendly to you and your companions. Roll initiative for the swarm, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

SWARM SHAPE

The rites of your circle grant you the ability to transform into swarms of tiny animals. Starting at 2nd level, you can use your Wild Shape to transform into a swarm of numerous types of creatures that act as a single hive mind called a swarm shape, see the swarm shape section for its features.

Alternatively using this feature, you can transform into any creature with the swarm creature ability that you have seen before, though you must still abide by the other limitations of the Beast Shapes Table.

Starting at 6th level, when you transform into a swarm shape you can enhance your swarm with one feature of your choice from the Swarm Shape Table.

COUNTLESS EYES

Starting at 6th level, you can perform a ritual to dilute your consciousness and send your swarm shape outward all around you. By meditating for 10 minutes and then expending one use of Wild Shape you can disperse yourself to thoroughly investigate an area. While dispersed in this way, the creatures that make up your Swarm Shape spread over a 150-foot radius centered where you began meditating. Your swarm creatures cannot enter areas they would otherwise be physically prevented from entering.

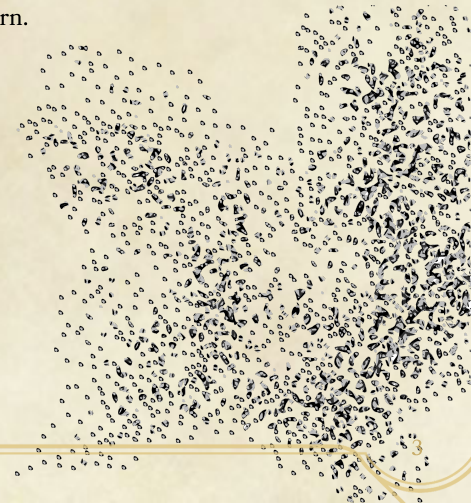
While dispersed you may make Intelligence (investigation) checks and Wisdom (perception) checks but you can not make any other actions. You automatically roll a 20 on any Intelligence (investigation) checks and Wisdom (perception) checks made while dispersed in this way.

You reform at the spot you began meditating after 5 minutes pass or any of the creatures that make up your swarm take any damage.

ONE FOR MANY, MANY FOR ONE

When you reach 10th level, your mastery over swarm shapes allows you to temporarily split your form in response to danger. You can use this in two ways:

- You may temporarily shield an ally from attack by enveloping them with your swarming mass. As a reaction you may shield a creature within 10 feet of you, granting them total cover until the start of their next turn. While a creature is shielded in this way, any attack that attempts to target them targets you instead.
- You may avoid attacks as your body ripples and squirms, rapidly dispersing into tiny creatures to escape danger and reforming just as quickly. As a reaction you may gain the swarm resistances and immunities until the start of your next turn. Gaining resistance to bludgeoning, piercing and slashing damage, and immunity to the charmed, frightened, paralyzed, petrified, prone, restrained and stunned conditions. If you were prone or restrained before using this feature you are no longer prone or restrained upon starting your next turn.



BLOT OUT THE SUN

When you reach 14th level, you are no longer truly one person, you are the swarm personified and upon showing your true form your chattering mass will blot out the sun. Whenever you use the Swarm Shape feature or the Summon Swarm feature, the resulting swarm is far larger. While using the Swarm Shape feature the swarm you transform into is huge sized and forms with twice its normal hit points. Your Swarm Shape gains a +4 bonus on attack rolls and its attacks deal an additional 2d6 of piercing damage. Whenever you make an attack action while transformed into a swarm, you may instead make an attack against each enemy within reach (this includes creatures sharing a space with you).

SWARM SHAPE

Druids of the Circle of the Swarm diffuse their mind into the complete thrum of nature, allowing their physical form to melt into all manner of creatures. When a druid uses the Swarm Shape feature, they can choose a swarm found in the Monster Manuel, or they can adopt the following Swarm Shape.

This Swarm Shape is made up from countless different tiny creatures, their gathering of innocuous tiny creatures brought together by druidic magic. The following statistics represent the mix of tiny animals that make up a Swarm Shape.

SWARM SHAPE

Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 22 (5d8)
Speed 30ft, climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	- (N/A)	- (N/A)	- (N/A)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10ft, passive perception 8.
Languages None
Challenge 1/2 (100 XP)

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature.

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Swarms summoned using your Summon Swarm feature are huge sized and form with twice their normal hit points. Swarms summoned in this way gain a +4 bonus on attack rolls and their attacks deal an additional 2d6 of piercing damage.

Whenever a swarm summoned in this way makes an attack action, they may instead make an attack against each enemy within their reach (including creatures sharing a space with them).



Starting at 6th level, whenever a druid transforms into their Swarm Shape using their Swarm Shape feature, they may select one of the following enhancements for their swarm.

SWARM SHAPE TABLE

Enhancement Features

Acidic	The creatures that make up the swarm have acidic spit leaves caustic burns as it bites. The swarm's attacks deal an additional 1d6 acid damage.
Aquatic	The water is no place of safety from the creatures of your swarm. The swarm gains a swim speed of 30 feet and can breathe underwater.
Burrowing	The creatures that make up the swarm churn their way through the dirt. The swarm gains a burrow speed of 5 feet.
Feeding	The creatures that make up the swarm incessantly seek to slake their hunger. At the end of any turn in which the swarm has dealt damage to a living creature, it regains 1d6 hit points.
Keen	The creatures that make up the swarm can catch the scent of prey from far away. The swarm has advantage on Wisdom (perception) checks that rely on smell.
Noxious	The noxious choking air around the swarm is difficult to breath in. Any creature ending their turn in the same space as the swarm suffers 2d6 poison damage.
Resilient	The shells of your swarm's creatures grow thick. The swarm gains a +2 bonus to their AC.
Thundering	The chattering noise of the swarm is like the onslaught of a terrible storm. Creatures that share a space with the swarm are deafened.
Venomous	The creatures that make up the swarm have maws dripping with venom. Creatures hit by the swarm must make a DC 12 Constitution saving throw, becoming poisoned for 1d4 rounds on a failed save.
Winged	The creatures that make up the swarm take their wings to the skies. The swarm gains a fly speed of 30 feet.

