



CIRCLE OF THE DRAGON



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**A new circle for druids that transform into dragons
for the world's greatest roleplaying game**

DRUID

DRUID CIRCLE

CIRCLE OF THE DRAGON

Druids belonging to the Circle of the Dragon have been entrusted to protect nature by the very lords of nature itself, the dragons. These druids have a direct relation to the draconic forces of the wild and have devoted themselves to becoming as a dragon in order to protect nature from those that would plunder and pilage its treasures. Taking on the form of a dragon, these druids fiercely guard natural marvels and wonders.

CIRCLE OF THE DRAGON FEATURES

Druid Level	Feature
2nd	Circle Spells, Draconic Gifts, Circle Forms
6th	Draken Attacks
10th	Scales of the Wyrms
14th	Dragon Companion

CIRCLE SPELLS

You are guided by an ancient dragon that grants you access to certain spells and features.

At 2nd, 3rd, 5th, 7th, and 9th level, you gain access to the spells listed for that level in the Circle of the Dragon Spells table.

Once you gain access to 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 and uses your Wisdom modifier for all your spellcasting.

CIRCLE OF THE DRAGON SPELLS

Druid Level	Spells
2nd	<i>Cause Fear, Hunter's Mark</i>
3rd	<i>Alter Self, Dragon's Breath</i>
5th	<i>Counterspell, Hypnotic Pattern</i>
7th	<i>Elemental Bane, Freedom of Movement</i>
9th	<i>Geas, Legend Lore</i>

DRACONIC GIFTS

Starting at 2nd level, you learn the *Thaumaturgy* cantrip and how to speak Draconic.

Additionally, you can use an action to expend a use of your Wild Shape feature to summon a **pseudodragon** as your familiar without material components. Your familiar is a dragon and disappears after a number of hours equal to a fourth of your druid level, rounded up. Also, as your reaction, you can command your familiar to use its action to attack a hostile target on its turn.

CIRCLE FORMS

The power of your circle grants you the ability to transform into dragons at the cost of never transforming into any other creature with your Wild Shape.

At 2nd level, you can only use your Wild Shape to transform into dragons with a challenge rating as high as 1 for a number of hours equal to a fourth of your druid level (rounded up).

Additionally, you ignore the Max. CR column of the Beast Shapes table and ignore any limitations to your speech and movement while transformed, but must abide by the other limitations there while in your Draconic Shape.

CIRCLE OF THE DRAGON DRACONIC SHAPES

Druid Level	Max. Dragon CR
2nd	1
3rd	2
5th	3
7th	4
9th	5
11th	6
13th	7
15th	8
17th	9
20th	10

DRAKEN ATTACKS

At 6th level, all your and your familiar's attacks done with natural weapons (bite, claw, tail, etc.) count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SCALES OF THE WYRM

Starting at 10th level, after coming out of your Draconic Shape, any damage immunity you had as a dragon is conferred to you as resistance to that specific damage type until you use your Draconic Shape again.

DRAGON COMPANION

Starting at 14th level, you can expend two uses of your Wild Shape as an action to summon your **pseudodragon** familiar and Dragon Shape your **pseudodragon** familiar into a dragon with a CR equal up to your current Max. Dragon CR, listed in your Draconic Shapes table.