

DRUID CIRCLE OF MONSTERS



any druids focus on a connection with the natural world and nature, but some look down a darker path, druids of the circle of monsters focus their energies into the chaotic and unnatural power of monstrosities and aberrations.

MONSTROUS WILD SHAPE

At 2nd level, your connection the unnatural gives you the ability to wild shape into a monstrosity or aberration, when you do this, instead of gaining the creatures hp and hit dice, you gain temporary hp equal to your druid level plus your Wisdom modifier, when you run out of temporary hit points you revert to you're druidic form. The creature cannot have an intelligence higher than 5. If the creature would have a weapon, you do not have access to it. Any abilities which affect HP can only affect Temporary HP and can only raise it up to the already defined maximum.

EXAMPLE MONSTERS

CR	Monstrosity	Aberration
1/8	Young Kruthik	Neogi Hatchling
1/4	Male Steeder	
1/2	Cockatrice	Gazer
1	Death Dog	Choker

PROTECTION FROM THE UNKNOWN

At 2nd level, your experience with monstrosities and aberrations gives you protection against certain effects, you have advantage on Wisdom saving throws for being charmed, stunned, or frightened. While in monstrous wild shape, you have immunity to these effects.

MONSTROUS POWER

At 6th level, your affinity for the unnatural gives your forms power, while in monstrosity or aberrant form, your attacks count as innately magical.

ABERRANT SHAPES

At 10th level, your affinity for the unnatural gives you access to new levels of forms, by expending two uses of wild shape your max CR for monstrous wild shape becomes 3. When you do this, your temporary hp gain equals 2 times you're druid level plus your wisdom.

ABERRANT BODY

At 14th level your connection to the unnatural changes you, for the effects of spells and features, you count as either an aberration or monstrosity, you choose which when you gain this feat. Your new more malleable form also has an easier time transforming, your max CR while using monstrous wild shape increases by 1.