

DRUID CIRCLES

At 2nd level, you choose to identify with a circle of druids that guides your path with nature. The following Circle of the Elements option is available to all druids along with the typical archetypes. It grants features at 2nd level and again at 6th, 10th, and 14th level.

CIRCLE OF THE ELEMENTS

Druids within the Circle of the Elements have learned to hone their spirits to manifest the powers of the elements. These druids can shape fire, water, earth, and air with evocative or healing force to aid their allies or bring destruction upon their enemies. They fuse the life forces that exist in every blade of grass, every gust of wind, and every open flame with their own souls to become master spell casters.

CIRCLE SPELLS

Your connection to the elements infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you get access to elemental circle spells. Once you gain access to a circle spell, 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.

CIRCLE OF THE ELEMENTS SPELLS

Druid Level	Spells
3rd	<i>burning hands, absorb elements</i>
5th	<i>spike growth, flame blade</i>
9th	<i>wind wall, lightning bolt</i>
11th	<i>control water, fire shield</i>
15th	<i>conjure elemental, wall of stone</i>

ELEMENTAL FORM


2nd-level Circle of the Elements feature

As a bonus action, you can expend a use of your Wild Shape feature to take on an elemental form, rather than transforming into a beast. You are able to temporarily merge your life force with the forces of the natural world around you, taking on an enhanced physical form that bolsters your mind, your body, and your magic. In an instant your skin may take on the appearance of molten rock that hisses with steam, while the next moment sparks of lightning may crackle around your shoulders or small streams of fire may sprout from your fingertips. This form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

You gain the following benefits while in this form:

- Your AC increases by 1.



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- Your movement speed increases by 10 feet.
 - Whenever you cast a spell to deal fire, cold, thunder, or poison damage, the spell deals an additional 1d6 damage of its type.
 - Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain an additional 1d6 hit points.

ENHANCED FORM

6th-level Circle of the Elements feature

Your connection with the elemental life forces has strengthened and you have gained an increased understanding of how to manage it. Your elemental form gains the following benefits:

- You have advantage on saving throws made to maintain concentration.
- Your spells that deal fire, cold, thunder, or poison damage deal an additional 1d8 damage of their type. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain an additional 1d8 hit points.
- Your elemental form releases a discharge of energy that you can direct towards your enemies. When you enter your elemental form, you can choose to discharge a bolt of lighting at up to three creatures that you can see within 30 feet. Each creature must make a Dexterity saving throw, taking 16 (3d10) lighting damage on a failed save, or half as much damage on a successful one.

ELEMENTAL RESISTANCE

10th-level Circle of the Elements feature

You can use the elements to summon a familiar for yourself. You gain access to the *find familiar* spell, which you always have prepared and can cast without components. Through this spell, you can only summon a **mud mephit**, a **magma mephit**, a **steam mephit**, or an **ice mephit**.

ELEMENTAL COMPANION

14th-level Circle of the Elements feature

You gain resistance to fire, cold, acid, poison, and lightning damage, and are immune to poison and disease.