

NEW DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The following Circle of Dragons option is available to a druid, in addition to those normally offered.

CIRCLE OF DRAGONS

Druids who are members of the Circle of Dragons feel a kinship with the titanic draconic beasts that roam the skies, land, and seas of their world. These druids act as representatives, companions, and even guardians to dragons. Just as diverse and varied as dragons are, so, too, are members of this circle.

CIRCLE OF DRAGONS FEATURES

Druid Level Feature

2nd	Dragon Tongue, Patron Dragon, Dragon Form
6th	Dragon Magic
10th	Sky Lizard
14th	Dragon's Fury

PATRON DRAGON

Your connection to dragons grants you access to certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the dragon type you feel the strongest bond with, your patron dragon. Choose the type of dragon—black, blue, brass, bronze, copper, gold, green, red, silver, or white—and consult the associated list of 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.

BLACK

Druid Level Feature

3rd	blindness/deafness, Melf's acid arrow
5th	bestow curse, water breathing
7th	blight, dominate beast
9th	insect plague, dominate person

BLUE

Druid Level Feature

3rd	gust of wind, suggestion
5th	call lightning, sleet storm
7th	confusion, freedom of movement
9th	dominate person, geas

BRASS

Druid Level Feature

3rd	flaming sphere, gust of wind
5th	Leomund's tiny hut, tongues
7th	hallucinatory terrain, wall of fire
9th	conjure elemental, wall of stone

BRONZE

Druid Level Feature

3rd	fog cloud, gust of wind
5th	speak with plants, water breathing
7th	control water, hallucinatory terrain
9th	creation, commune with nature

COPPER

Druid Level Feature

3rd	Melf's acid arrow, spike growth
5th	conjure animals, slow
7th	confusion, locate creature
9th	animate objects, seeming

GOLD

Druid Level Feature

3rd	alter self, ray of enfeeblement
5th	clairvoyance, major image
7th	banishment, divination
9th	dream, scrying

GREEN

Druid Level Feature

3rd	fog cloud, pass without trace
5th	plant growth, water breathing
7th	grasping vine, stinking cloud
9th	cloudkill, dominate person

RED

Druid Level Feature

3rd	flaming sphere, fog cloud
5th	dispel magic, haste
7th	stoneskin, wall of fire
9th	contagion, wall of stone

SILVER

Druid Level Feature

3rd	hold person, fog cloud
5th	meld into stone, sleet storm
7th	ice storm, stone shape
9th	hold monster, wall of stone

WHITE

Druid Level Feature

3rd	hold person, fog cloud
5th	protection from energy, sleet storm
7th	banishment, ice storm
9th	hold monster, wall of stone

Also, your patron dragon determines the damage type associated with your Dragon Form resistance as well as the shape and range of your breath weapon.

DRAGON PATRON

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

DRAGON FORM

At 2nd level, you can use your action to spend one use of your Wild Shape to transform into a dragon-like creature. You gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- You gain darkvision out to 60 ft. If you already have darkvision, your darkvision extends an additional 60 ft.
- You gain resistance to the damage type associated with your patron dragon.
- You grow claws which are natural weapons you can use to make unarmed strikes. On a hit, your claws deal slashing damage equal to 1d6 plus your Strength modifier.
- You gain a bite attack, which you can use as a bonus action on each of your turns. On a hit, your bite deals piercing damage equal to 1d6 plus your Strength modifier.
- You develop tough, scaly skin. Your AC is 13 + your Dexterity modifier.

- You can use your action to expend one spell slot to create a breath weapon. Your patron dragon determines the size, shape, and damage type of the exhalation. The DC for this saving throw is equal to your spell save DC. On a failed saving throw, a creature takes 3d6 damage for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 6d6. On a successful saving throw, a creature takes half as much damage.

These benefits last for 10 minutes, until you lose all your these temporary hit points, or until you use your Wild Shape again.

DRAGON MAGIC

Starting at 6th level, your attacks in dragon form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, your bite attack deals an extra 1d4 damage of the type associated with your patron dragon.

SKY LIZARD

At 10th level, when you use your Dragon Form, you grow leathery wings. As long as you remain in your dragon form, you gain a fly speed equal to your movement speed. In addition, you provoke no opportunity attacks when you fly out of an enemy's reach while in Dragon Form.

DRAGON'S FURY

Starting at 14th level, while you are in dragon form you can strike fear in the hearts of your foes. As an action, each creature of your choice within 60 feet of you must make a Wisdom saving throw against your spell save DC or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Dragon's Fury for the next 24 hours.

Once you use this feature, you can't use it again until you complete a short or long rest.

Credits: Design by Dave Hamrick