

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE SCALE

Druids who join the Circle of the Scale hold dragons in higher esteem than all other works of creation. These druids believe, as many dragons do, that wyrms are perfect creatures, the pinnacle of all life brought into existence by the gods. Likewise, these druids aspire to perfect wyrmhood, and gradually become like dragonkind.

DRAGON KIN

Starting when you choose this circle at 2nd level, your beast shapes resemble dragons. You gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

While transformed, your skin is covered in a layer of scales, and your AC is increased by 2.

Also, while transformed, you can use your bonus action to expend one spell slot and breathe fire from your mouth. Each creature in a 30 foot cone must make a Dexterity saving throw. A creature takes 1d8 fire damage per level of the spell on a failed save, or half as much on a successful one.

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DRACONIC WILD SHAPE

At 10th level, you can spend two uses of Wild Shape at the same time to transform into any dragon of challenge rating 6 or lower. You can't use a dragon's Innate Spellcasting feature, if it has one.

WYRM PERFECTION

By 14th level, you have achieved the majesty of a dragon. Even when not transformed, you have majestic dragon wings, and your skin is covered in a layer of scales. While not carrying a shield, you have a +2 bonus to AC, and while unarmored or wearing only light armor, you have a flight speed equal to your base movement speed.

