

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 UNSPEAKABLE

Druids of an Unspeakable Circle are abominations to the natural world. Whereas normal druids venerate nature and assume the shape of beasts, Unspeakable druids can transform into creatures originating from terrifying remote regions of time and space. As they grow in power and influence, the other form further mutates from comprehensible physical bodies and becomes more deadly and bizarre. The Masters of this circle transform into hideous monstrosities, unrecognizable as creatures from our own reality.

ABERRATION FORM

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action, however, you lose the ability to assume the shape of a beast. Instead may use it to take an Aberration Form with a number of additional traits.

Additionally, animals are instinctively wary of you, giving disadvantage on Handle Animal checks.

LESSER TRAITS

At 2nd level, when you assume your Aberration Form, you can choose one of the following traits:

Bestial Hide. Your skin is thicker, scallier, or furrier than normal. Your armor class equals 15. At 6th level, your armor class equals to 17.

Inhuman Vision. Your eyes are numerous scattered about your body, or are segmented and extremely sensitive to movement. You gain the effects of *see invisibility* at all times. Also, you gain darkvision, the ability to see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Poison Breath. On your turn, you can create a *poison spray* effect from your mouth as an action.

Unnaturally Quick. In spite of your size, you can move inexplicably fast, due in part to two extra legs. Your speed increases by 15 feet. In addition, you also have advantage on Dexterity checks.

MODERATE TRAITS

At 6th level, when you assume your Aberration Form, you can choose one of the following traits:

Additional Limbs. You grow an extra set of appendages, which are ambiguously neither arms nor legs. When you take the attack action on your turn, you can use these to attack twice, instead of once.

Durable Form. Your maximum hit points increase by an amount equal to your Druid level times two. In addition, you also have advantage on Constitution checks.

Inhuman Reach. Your arms elongate, allowing you to touch the floor with your hands. In addition, you can bend them in strange and unnatural ways. Your reach increases by 5 feet. Your elongated arms also give you advantage on Strength (Athletics) checks made to climb.

Razor Claws. Your claws are incredibly deadly, indicative of a hunter not native to this world. Your claws deal 1d12 slashing damage and are considered magical weapons.



ABERRATION FORM

Medium aberration, neutral evil

Armor Class 13

Hit Points 15 + 5 * your druid level

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Senses passive Perception 12

Languages –

All Around Vision. You add double your proficiency bonus on Perception checks involving sight in this form.

ACTIONS

Claw. *Melee Weapon Attack:* your spell attack bonus to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) slashing damage.



INTERMEDIATE TRAITS

At 10th level, when you assume your Aberration Form, you can choose one of the following traits:

Acid Blood. When a creature adjacent to you deals damage to you with a melee attack, your acidic blood sprays on them, dealing 2d6 acid damage.

Colossal Form. Your form is that of a strange, primordial titan. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. You also have advantage on Strength checks. While you are enlarged, your melee attacks deal 1d4 extra damage.

Invisibility. You can phase in and out of the visible spectrum, as if light is a strange afterthought this form has never experienced before. You can cast *invisibility* without using a spell slot. After using this ability, you cannot use it again for 1d4 + 1 rounds.

Tentacles. You have long, whipping tendrils that sprout grotesquely from your form. These tendrils automatically attack hostile creatures adjacent to you, each of which must make a Dexterity saving throw at the beginning of your turn. On a failed save, the creature takes 4d6 bludgeoning damage, or half as much on a successful one.

GREATER TRAITS

At 14th level, when you assume your Aberration Form, you can choose one of the following traits:

Antimagic Eye. You have a single colossal extra eye, which you can open and close as a bonus action. While the eye is open, it requires your concentration, you may cast no spells, and the eye creates an area of antimagic, as per the *antimagic field* spell, in a 15-foot cone. At the start of each of your turns, you may decide which way the cone faces. Your eye closes if you lose concentration on the effect.

Extract Brain. You can remove and consume the brain of a helpless victim. As an action, make an attack against one humanoid that is grappled by you. On a hit, the target takes 6d10 piercing damage. If this damage reduces the target to 0 hit points, you kill the target by extracting and devouring its brain. This ability has no effect on creatures without nervous systems, such as oozes, elementals, and constructs.

Hideous Appearance. Your appearance is profoundly disturbing, even moreso up close. Creatures adjacent to you have disadvantage on melee attacks against you.

Membranous Wings. You sprout pronounced, slimy wings and gain a fly speed equal to your movement speed.