

# DRUID: CIRCLE OF THE SPIRIT WARRIORS

**D**ruids belonging to this circle have sought out martial training in order to punish those who would threaten the plants and animals of the forest. The Spirit Warriors imbue their weapons with the spirits of animals changing their fighting style and adapting to their enemies. Some Spirit Warriors have become so attuned to the spirits of nature that they themselves gain some similarities to the spirits that help them.

## BONUS PROFICIENCIES

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When you choose this druid circle at 2nd level, you gain proficiency with all simple and martial weapons.

## WILD SHAPED WEAPONS

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When you choose this circle at 2nd level, you gain the ability to expend one use of your Wild Shape on your turn as a bonus action, to instead imbue one non magical weapon you are holding with the spirit of an animal. You gain a benefit based on your choice and the weapon slightly alters its form to resemble the animal you choose. The benefit last for one minute or until you become incapacitated, or use a bonus action to end the effect early.

Additionally, when you imbue a weapon with a spirit you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of attacks using that weapon and the weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### SPIRIT OF THE BEAR

Your weapon becomes enlarged and you gain an extra 1d4 damage to weapon attacks.

### SPIRIT OF THE SNAKE

When making melee attack with the weapon, your reach increases by 5ft. and if you hit a creature with an attack using this weapon, it must succeed on a Constitution saving throw against your spell save DC or be poisoned until the end of your next turn.

### SPIRIT OF THE HAWK

Your weapon gains wings and it gains the thrown property with a range of 30/120. If the weapon already is a thrown or a ranged weapon the range of the weapon doubles.

### SPIRIT OF THE TURTLE

While you wield the weapon you gain a +1 bonus to AC and if you are wielding the weapon with two hands, the bonus increases to +2.

## EXTRA ATTACK

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Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



## SPIRIT GUIDANCE

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Beginning with 10th level, the animal spirits watch over you, protecting you from harm and guiding your actions. Whenever you fail a ability check or fail a saving throw, you can use your reaction to expand a spell slot and gain a bonus to the roll. The bonus is equal to 2 plus twice the level of the spell slot.

## IMPROVED WILD SHAPED WEAPONS

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At 10th level, you can expend two uses of Wild Shape at the same time when using your Wild Shaped Weapons feature allowing you to imbue a magical weapon with the spirits of animals. If the weapon is not magical it becomes a magic weapon with a +1 bonus to attack and damage rolls.

Additionally, while holding a weapon under imbued with the spirit of an animal, you can use it as a spellcasting focus for your druid spells.

## ONE WITH THE SPIRITS

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By 14th level, you have become so attuned to the spirit of animals that you yourself become imbued with their spirit altering your shape slightly to resemble the animal that guides you. Choose one animal spirit guide from the list below gaining their traits whenever you use your Wild Shaped Weapons feature. You can choose a second animal spirit guide at 18th level, gaining both traits at the same time.

### **SPIRIT OF THE ELK**

Your speed increases by 15 feet and if you move at least 20 feet straight toward a target and then hit it with an attack on the same turn, the target takes an extra 2d8 damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

### **SPIRIT OF THE SHARK**

You gain advantage on melee attack rolls against any creature that doesn't have all its hit points.

Additionally, being underwater imposes no penalties on your movement or attacks.

### **SPIRIT OF THE TIGER**

The spirit of the tiger empowers your leaps and you can add 10 feet to your long jump distance and 3 feet to your high jump distance.

Additionally, you can make a single melee weapon attack as a bonus action on each of your turns.

### **SPIRIT OF THE DINOSAUR**

Your melee weapon attacks deal an extra 2d4 bludgeoning damage on a hit, and your reach increases by 5 feet.

If you're smaller than Large, you also become Large for the duration.

### **SPIRIT OF THE EAGLE**

Your vision improves so much that you can see the weak points of your enemies. Your weapon attacks score a critical hit on a roll of 19 or 20.

Additionally, other creatures have disadvantage on opportunity attack rolls against you and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

### **SPIRIT OF THE SPIDER**

You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Your weapons also become imbued with spider poison and if you hit a creature with a weapon attack, it must succeed on a Constitution saving throw against your spell save DC or be paralyzed until the end of your next turn.