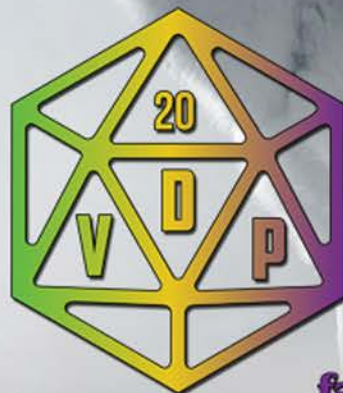


# Circle of the Keeper



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# Circle of the Keeper

Druids of the Circle of the Keeper take up a bond with a familiar and use that bond to pursue their goals and ambitions. Their order reveres the link between planes and creatures both natural and unnatural. They live amongst any group, offering both aid to the suffering and combat superiority to adventuring groups equally.

A druid of this circle will often challenge the natural order but keeps his familiar and friends in the highest esteem and is intrinsically connected to them.

## SUMMON FAMILIAR

Starting at 2nd level, you learn the *find familiar* spell and can cast it as a ritual. You always have this spell prepared but it doesn't count against the number of spells you can prepare.

When you cast the spell, you can choose one of the normal forms for your familiar, but it retains the beast type instead of becoming a celestial, fey, or fiend.

A familiar summoned this way does not act on its own initiative and instead acts on yours, and cannot take any actions other than reactions unless specified. It will always obey your commands. You can command it to move, with no action required of you. If you take the Dash, Disengage, or Dodge action, your familiar can do so as well by using its reaction as long as it can see or hear you and is within 120 feet of you.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own. Your familiar gains advantage on attack rolls against any creature within 5 feet of you that you can see.

## WILD FORM

You can use your action to magically alter the shape and form of your familiar to that of a beast that you have seen before, by expending a use of your Wild Shape feature.

You can choose any form for your familiar that you could wildshape into, and can ignore movement speed limitations from the Beast Shapes table.

Your familiar can stay in a wild form for a number of hours equal to half your druid level (rounded down). It then reverts to its previous form unless you expend another use of your Wild Shape feature. You can revert it back to its normal form earlier by using a bonus action on your turn. It automatically reverts if you fall unconscious, drop to 0 hit points, or die. It also reverts early if you take a short or long rest.

If your familiar is reduced to 0 hit points while in wild form, it immediately reverts to its normal familiar form.

In addition, when you cast a druid spell with a range of self and a duration that is not instantaneous, your familiar also gains the effects of the spell for the duration as long as its on the same plane of existence as you.

## EXTRA ATTACK

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

## ALLIED COMBAT

Also at 6th level, while your familiar is in its wild form you can execute practiced maneuvers against targets when you fight in unison. On your turn, if both you and your familiar make a weapon attack against the same creature, you can use your reaction to instruct your familiar to harry that creature. Until the end of that creature's turn, it makes attack rolls that don't include your familiar as a target with disadvantage.

## FATAL BONDS

Beginning at 10th level, if your familiar takes damage while it is in wild form and within 30 feet of you, you can use your reaction to magically substitute your own health for that of your familiar, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

In addition, as long as it is within 60 feet of you, your familiar adds your proficiency bonus to all saving throws it makes, and adds half of your proficiency bonus to its armor class.

## LEYLINE THREADS

Starting at 14th level, a leyline exists that connects you and your familiar. You can manipulate the leyline and teleport you or your familiar. As long as your familiar is in wild form and within 120 feet of you, you can use your bonus action to have it teleport to an unoccupied space adjacent to you, or to teleport yourself to an unoccupied space adjacent to it.

Once you use this feature, you cannot use it again until after the end of your next turn.

## FAMILIAR MAGIC

Also at 14th level, when you cast a spell while your familiar is in wild form and within 60 feet of you, it can use its reaction to make an attack against a single creature. This attack can be before or after your spell is cast.



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