

# DRUID CIRCLES

## CIRCLE OF THE BEAST

Circle of the Beast druids share a deep love and respect for the beasts of the wild. When initiating into the circle, they bond with a life-long animal companion. Their companions are often an extension of themselves as well as their physical and emotional connection to nature.

### ANIMAL COMPANION

When you choose this circle at 2nd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any skills and saving throws it is proficient in. Its hit point maximum is equal to its normal maximum plus four times your druid level. It gains a number of hit dice equal to your druid level appropriate for its size (see the Hit Dice by Size table in the Monster Manual), which you can choose to spend during a short rest to heal it. It regains these hit dice when you take a long rest.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use a bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. If you are incapacitated, the beast will do its best to defend you and itself from hostile creatures, but otherwise takes no actions.

Your companion is considered to be trained to accept you as rider and may be controlled by you when mounted in combat.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

### NATURE'S BOND

When you gain your animal companion at 2nd level, you can cast the spell *beast bond* on it as a ritual. At 3rd level, you can cast *beast sense*. You do not need to have these spells prepared to cast them as rituals on your animal companion.

Additionally, at 5th level, your bond to your companion allows you cast *revivify* on it. You always have this spell prepared and it does not count against the number of spells you can have prepared each day. This spell has no effect if cast on a creature other than your animal companion.

### COMPANION WILD SHAPE

Starting at 6th level, you may touch your companion to use your Wild Shape to shape shift it. Your companion transforms into the form of your choosing. You may choose any form that obeys the druid Wild Shape limitations or to enhance its current form as if it were under the effects of *enlarge*. Your companion follows the rules for Wild Shape while it is transformed. You must concentrate to maintain your animal companion's enhanced form. If your concentration is broken, your companion immediately reverts back to its original form. You cannot Wild Shape while your companion is transformed.

### NATURAL SELECTION

At 10th level, your animal companion gains one of the following traits, if it doesn't have it already. If your companion dies and you bond with a new one, you may select a different trait for it.

**Darkvision.** Your companion gains darkvision 60ft.

**Burrow Speed.** Your companion gains a burrow speed of 10ft.

**Resistance.** Choose acid, cold, fire, lightning, necrotic, or poison. Your companion gains resistance to the selected damage type.

**Pack Tactics.** Your companion gains advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

**Relentless.** If your companion takes your druid level or less damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This can only be used once and recharges on a short or long rest.

**Rampage.** When your companion reduces a creature to 0 hit points with an attack on its turn, it can move up to half its speed and make a single attack.

**Pounce.** If your companion moves at least 20 feet straight toward a creature and hits it with a melee attack on the same turn, the creature must make a DC 13 Strength saving throw or be knocked prone. If the target is prone, your companion can make a single melee attack against it.

### FIGHT AS ONE

When you reach 14th level, when you cast a spell or make an attack, your companion can make an attack against a creature targeted by that spell or attack as a part of that action.

In addition, when you and your companion can see each other, you gain advantage on saving throws to resist or overcome being charmed or frightened.

## CREDITS

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