Druid Shapeshifting System (Decennium Descent)

Source Influence: DnD 5e, Pathfinder 1e/2e | \*Bonus action activation, no spell slot usage\*

### ✨ General Rules

- Activation: Bonus action to shift forms

- Duration: 10 minutes per form use

- Frequency:

- 2 forms per long rest at Lv 1

- +1 use per 3 levels (max 8/day at Lv 20)

- Damage Resistance: While shifted, druids gain resistance to poison & bludgeoning (unless form states otherwise)

- Can’t Cast Spells: Cannot cast spells while in beast form unless specified by Hero Class

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### 🧷 Base Druid Forms (Lv 1–10)

\*\*1. Wolf Form (Striker)\*\*

- +10 movement, Keen Senses

- Bite: 1d8 piercing + DC 11 STR save or target is knocked prone

\*\*2. Bear Form (Tank)\*\*

- +20 HP buffer, AC set to 14

- Claw: 2d6 slashing; Rage-like trait: deal +1 damage/attack

\*\*3. Hawk Form (Scout)\*\*

- Flight (60 ft), Keen Sight

- Dive Attack: 1d4 slashing + advantage if striking from above

\*\*4. Boar Form (Brawler)\*\*

- Tough Hide (resist slashing), auto-charge 10 ft deals 1d6 + knockback

\*\*5. Panther Form (Stealth)\*\*

- Stealth +4, 60-ft darkvision

- Pounce: If move >20 ft, claw (2d4) + grapple

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### 🦅 Arch Druid Forms (Lv 11–20)

\*\*1. Dire Wolf\*\*

- Pack tactics; 2d6 bite; howl: frightens foes within 30 ft (WIS save)

\*\*2. Earth Warden (Dire Bear)\*\*

- 30 temp HP; Earth Slam: 10-ft radius 2d6 + prone

- Stone Resistance: Resist non-magical weapon damage

\*\*3. Sky Serpent\*\*

- Flight (80 ft); Lightning Bite: 2d8 lightning

- Glide Reflexes: Add +2 to DEX saves

\*\*4. Ironhorn Ram\*\*

- AC set to 17; Charge: 3d6 + push 10 ft

- Cannot be knocked prone

\*\*5. Shadow Lynx\*\*

- Blink: Teleport 30 ft as reaction

- Attacks count as magical

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### 🌳 Hero Druid Forms by Subclass

#### 🌲 Circle of Thorns (Poison/Decay)

- Blight Elk: Aura of Decay (5 ft, enemies start turn take 1d4 poison)

- Tanglemaw: Bite causes restrain (DC 14 STR save)

#### ⚡ Stormcaller (Lightning/Wind)

- Tempest Raptor: 2d6 lightning claw; 60 ft fly

- Thunderhorn Stag: Charge deals 2d8 thunder; deafen on fail

#### 🐾 Beastlord (Alpha Animal Hybrid)

- Chimera Cub: Multi-type damage (1d4 each: fire/cold/lightning)

- Alpha Dire Wolf: Intimidate all in 15 ft (WIS save or frightened)

#### ❄️ Winterfang (Cold/Frost)

- Snow Leopard: Claw: 2d6 cold; +10 Stealth in snow/ice

- Frost Wyrmling: Breath Weapon (30-ft cone, 4d6 cold, DEX save half)

#### 🐁 Rotshaper (Vermin/Plague)

- Carrion Rat King: Summon swarm; poison bite (DC 13)

- Insect Broodmother: Spawn 1d4 swarms per shift use (CR 1/4 each)

#### 🌪️ Ashen Grove (Fire/Nature hybrid)

- Charbear: Flame aura 5 ft (1d6 fire); 2d8 fire claw

- Blazewood Stag: Leaves flaming trail; 1/long rest explodes in 10 ft for 6d6 fire

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### ⚖️ Scaling Summary

| Druid Level | Uses/Day | Max CR of Form |

|-------------|----------|----------------|

| 1 | 2 | 1/4 |

| 4 | 3 | 1/2 |

| 7 | 4 | 1 |

| 10 | 5 | 2 |

| 13 | 6 | 3 |

| 16 | 7 | 4 |

| 19 | 8 | 5 |

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### ✨ Notes

- Hero forms unlock at class level 10 or via narrative boon

- Cannot use spells in shapeshift form unless granted by Hero class

- Speech is preserved only in arch/hero forms

- Wildshape abilities stack with natural armor, resistances, and keen senses