



DRUID - CIRCLE OF ABNORMALITY



A Druid Subclass for 5e systems including
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CIRCLE OF ABNORMALITY

Druids who are members of the Circle of Abnormality expand beyond what is considered 'natural'. Monstrosities do not originate naturally, as they are created from deep curses or magical experimentation. However, these abominations are woven into the tapestry of the world, and thus, are part of the balance.

Druids of this circle use their magic to expand beyond the various creatures they have witnessed, gaining access to those of a more monstrous nature. Powerful druids of this circle have even expanded upon their magic to embolden the very abominations they can transform into. Much like how these monstrosities were created through experimentation, these druids use their natural magic to alter these forms slightly. This is how monstrosities originate, so the circle druids believe it is part of these abnormal creatures' life cycle.

CIRCLE SPELLS

You're linked to the unnatural and abnormal, tapping into power that allowed the creation of these monstrosities and granting you access to certain spells. At 2nd level, you learn the spare the dying cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Abnormality Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE SPELLS

Druid Level	Spells
2nd	<i>spare the dying</i>
3rd	<i>enlarge/reduce, spider climb</i>
5th	<i>bestow curse, fear</i>
7th	<i>black tentacles, fabricate</i>
9th	<i>contagion, creation</i>

MONSTROSITY FORM

When you choose this circle at 2nd level, you gain the ability to Wild Shape into monstrosity type creatures. If a monstrosity has equipment by default, you do not gain that equipment. If a monstrosity is capable of speech, you are as well in this form, but do not learn new languages from the form you take.

UNTAPPED POTENTIAL

Starting at 6th level, while in monstrosity form, you increase the DC of your wild shape's actions by 1. This cannot exceed your spellcasting DC.

At 9th level, the increase becomes 2. At 17th level, the increase becomes 3.

ABOMINATION FORM

At 10th level, you can expend two uses of your Wild Shape to transform into a monstrosity that has a challenge rating of 4 or lower.

Starting at 13th level, the maximum challenge rating becomes 5. At 17th level, the maximum challenge rating becomes 6.

MONSTROSITY MUTATION

Starting at 16th level, whenever you Wild Shape, either as a beast or in monstrosity form, you may enhance your transformation through abnormal alterations. Choose from the Monstrosity Mutation table listed below. This effect lasts for one minute or when you go out of Wild Shape. Once you've used this class feature, it cannot be used again until you've completed a short rest.

Starting at 20th level, you may add an additional mutation from the Monstrosity Mutation table. It cannot be the same mutation.

MONSTROSITY MUTATIONS

Mutation	Spells
Temporary Hit Points	Gain 30 Temporary Hit Points.
Enhanced Saves	When you make a saving throw, you may roll a 1d6 and add the result.
Enhanced Attacks	When you make an attack roll, you may roll a 1d6 and add the result.
Speed	Increase your speed by 10 feet.
Armor	Increase your AC by +2.
Elemental Resistance	You choose one of the following and gain resistance to it : fire, cold, lightning, thunder, acid.
Stone Skin	You gain resistance to non magical bludgeoning, piercing, and slashing damage.
Bravery	You are immune to being frightened.
Health	You are immune to being poisoned.



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