



DRUID CIRCLE

CIRCLE OF THE RIVERS V0.1

Druids of this circle watch over bodies of fresh water to ensure they remain untainted. They've specialized in wielding watery magics while shapeshifting into creatures adept at river traversal. These druids often travel vast distances via the rivers they call home, and can serve as guides for those wishing to traverse these bodies of water.

RIVER FORMS

When you choose this circle at 2nd level, you gain access to the following wild shape forms at 2nd, 6th, 12th, 16th level. The usual restrictions as to what you can wild shape into do not apply to these forms.

While in these forms, you can perform the somatic and verbal components of druid spells from your River Spells list.

Druid Level	Wild Shape Option
2nd	Pygmy Hypo*, Wolf Otter*
6th	Crocodile*, Giant Toad
12th	Jaguar*, Saltwater Crocodile*
16th	Giant Jaguar*, Hippopotamus*

*New creature stats listed later in document

RIVER SPELLS

At 2nd level, your mystical connection to rivers infuses you with the ability to cast certain spells. 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.

Druid Level	Spells
2nd	Create or Destroy Water, Cure Wounds
3rd	Mirror Image, Misty Step
5th	Water Breathing, Wall of Water*
7th	Control Water, Aura of Purity
9th	Maelstrom*, Commune with Nature



RIVER DWELLER

At 2nd level, you have a swim speed equal to your walk speed and gain advantage on Wisdom (Survival) and Intelligence (Nature) checks relating to bodies of fresh water.

Additionally, you can speak with animals who primarily dwell in bodies of fresh water as though under the effects of the *Speak with Animals* spell, and you have advantage on Wisdom (Animal Handling) checks made while interacting with them.

CALL OF THE RAPIDS

Starting at 6th level, you may use an action to cause a river to spring into existence at a point you choose within 60ft. The point must be on ground or in a body of water. The river is composed of three 10ft. deep by 10ft. wide by 20ft. long stretches of water that must each be contiguous with at least one other summoned stretch of water. Once you've created the river, you choose the direction the water flows. The water may flow uphill, over obstacles, up walls, or in other unlikely directions.

Swimming upstream costs creatures double movement, and swimming downstream costs creatures half their movement. You may have any creature that starts its turn in the river make a Strength saving throw against your spell save DC. On a failed save, the creature is pulled 20 feet downstream.

As an action you can switch the direction of the river.

The river disappears after 1 minute, and once you have created a river, you can't do so again until you finish a long rest or until you expend a spell slot of 3rd level or higher.

PRIMAL WEAPONS

AVATAR OF THE WATERWAYS

At 10th level, you can wild shape into a Giant Crocodile, Hippopotamus Gorgops, Kelpie, or Mishipeshu for 1 hour. You can use your wild shape this way 3 times per day, and regain all uses of this feature after completing a long rest.

The stat blocks for these creatures can be found later in the document.

MASTER OF CURRENTS

Starting at 14th level, you and creatures of your choice that you can see automatically pass their saving throws against your druid spells and effects that produce or influence water and ignore the movement penalties caused by these effects.

Additionally, creatures of your choice that you can see within the water produced or influenced by one of these effects gain a swim speed equal to their move speed while they are within this water.

NEW WILD SHAPE CREATURES

CROCODILE

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 38 (5d10+10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	5 (-3)

Skills Stealth +3, Perception +4

Senses darkvision 30 ft., passive Perception 14.

Languages None

Challenge 1 (200 XP) **Proficiency Bonus** +2

Watery Lurker. The crocodile has advantage on Dexterity (Stealth) checks while submerged in water.

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Death Roll. One creature the crocodile has grappled in the water it must make a DC 14 Strength saving throw, on a failure taking 17 (4d6 + 3) piercing damage on a failed save, or half as much damage on a successful one.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 86 (9d12+27)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	17 (+3)	3 (-4)	14 (+2)	5 (-3)

Skills Stealth +3, Perception +5

Senses darkvision 30 ft., passive Perception 15.

Languages None

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Watery Lurker. The crocodile has advantage on Dexterity (Stealth) checks while submerged in water.

Hold Breath. The crocodile can hold its breath for 15 minutes.

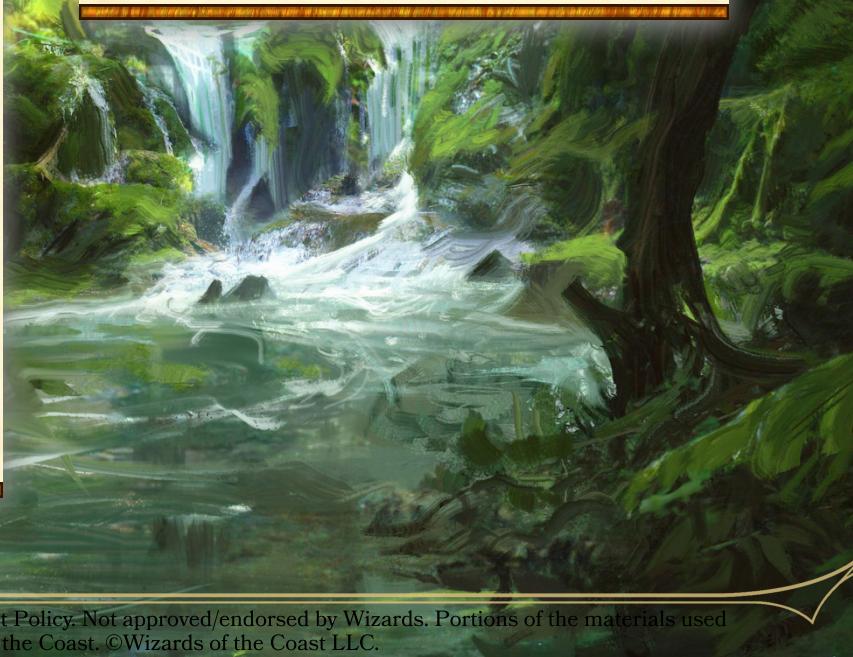
Actions

Multiattack The crocodile makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage. The target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 15 (2d8 + 6) bludgeoning damage.

Death Roll. One creature the crocodile has grappled in the water it must make a DC 17 Strength saving throw, on a failure taking 44 (7d10 + 6) piercing damage on a failed save, or half as much damage on a successful one.



GIANT JAGUAR

Large beast, unaligned

Armor Class 14

Hit Points 52 (7d10+14)

Speed 40 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Skills Perception +4 Stealth +5

Senses darkvision 60 ft. passive Perception 14

Languages None

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight. The jaguar has advantage on Wisdom (Perception) checks that rely on sight.

Ambusher. The jaguar has advantage on attack rolls against any creature it has surprised.

Mask of the Jungle. The jaguar has advantage on Dexterity (Stealth) checks made to hide using foliage and may do so even if it is only lightly obscured while hiding this way.

Surprise Attack. If the jaguar surprises a creature and hits it with an bite attack during the first round of combat, the target takes an extra 13 (3d8) damage from the attack.

Actions

Multiattack. The jaguar makes two attacks: one with its bite and one with its claws. If both attacks hit the same target, the jaguar automatically grapples it (escape DC 14).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (10 + 4) slashing damage.

Giant Jaguars. These primeval beasts are the larger ancestors of modern jaguars. Adapted to hunting megafauna, giant jaguars stalk environments where their large prey is plentiful. They count even the largest and most fearsome of beasts as their prey, and most humanoids they find are little more than helpless snacks.

HIPPOPOTAMUS

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	4 (-3)	12 (+1)	7 (-2)

Skills Intimidation +2

Senses Darkvision 30 Ft passive Perception 11

Languages None

Challenge 3 (700 XP)

Proficiency Bonus +2

Dense. The hippopotamus can move along the ground while underwater without having its movement speed reduced, and does not suffer disadvantage on its bite attack while underwater.

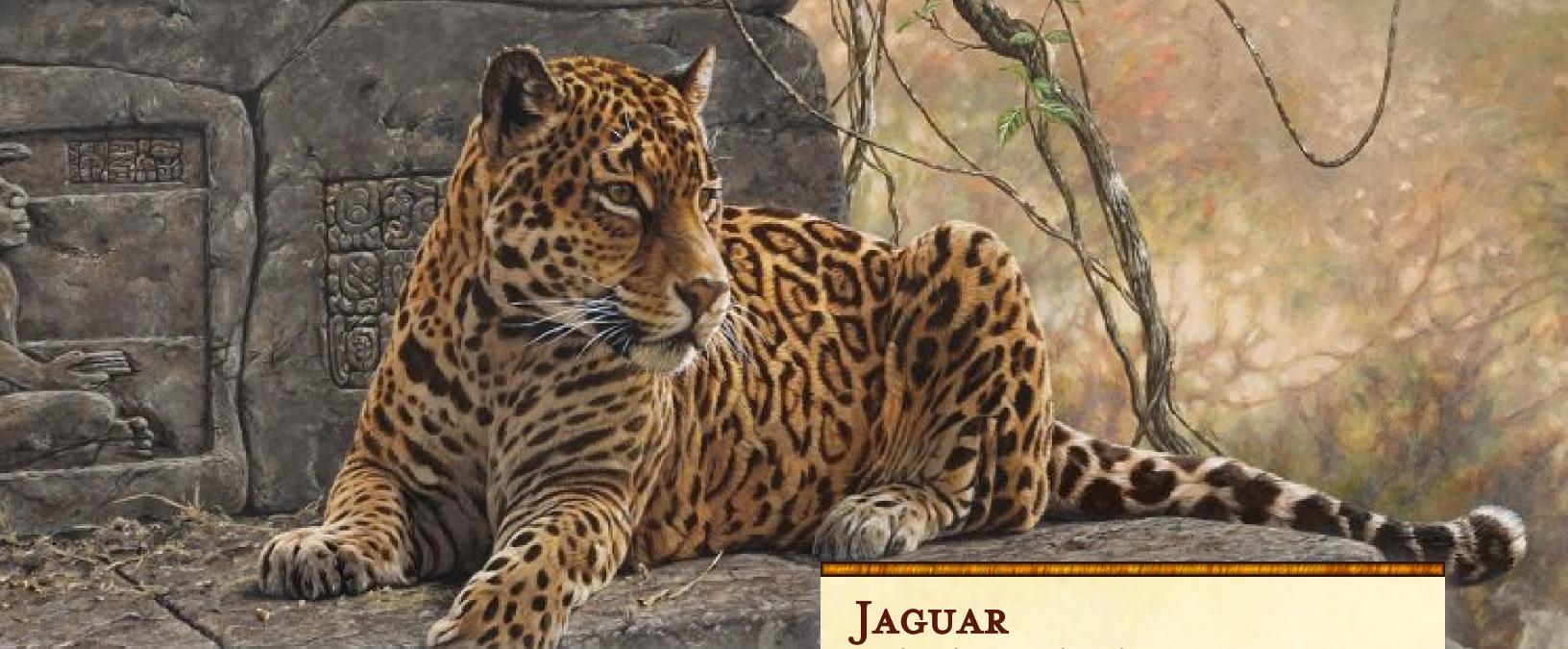
Blood Sweat. The hippopotamus has advantage on saving throws against disease.

Aggressive. As a bonus action, the hippopotamus can move up to its speed toward a hostile creature that it can see.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.





HIPPOPOTAMUS GORGOPS

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	20 (+5)	4 (-3)	12 (+1)	8 (-1)

Skills Intimidation +5

Senses Darkvision 30 Ft passive Perception 11

Languages None

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dense. The hippopotamus can move along the ground while underwater without having its movement speed reduced, and does not suffer disadvantage on its bite attack while underwater.

Blood Sweat. The hippopotamus has advantage on saving throws against disease.

Aggressive. As a bonus action, the hippopotamus can move up to its speed toward a hostile creature that it can see.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 32 (4d12 + 6) piercing damage.

Hippopotamus Gorgops. These monstereous creatures are primeval relatives of the modern hippopotamus. Growing 15 feet long, 7 feet high, and weighing nearly 10,000 pounds, the the hippopotamus gorgops is a titan of the rivers.

Adventurers exploring remote and uncharted rivers may suddenly find themselves staring into the yawning jaws of these terrifying behemoths.

JAGUAR

Medium beast, unaligned

Armor Class 14

Hit Points 28 (5d8+3)

Speed 40 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	4 (-3)	14 (+2)	9 (-1)

Skills Perception +4 Stealth +5

Senses darkvision 60 ft. passive Perception 14

Languages None

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Sight. The jaguar has advantage on Wisdom (Perception) checks that rely on sight.

Ambusher. The jaguar has advantage on attack rolls against any creature it has surprised.

Mask of the Jungle. The jaguar has advantage on Dexterity (Stealth) checks made to hide using foliage and may do so even if it is only lightly obscured while hiding this way.

Surprise Attack. If the jaguar surprises a creature and hits it with an bite attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiaattack. The jaguar makes two attacks: one with its bite and one with its claws. If both attacks hit the same target, the jaguar automatically grapples it (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

KELPIE

Large fey, chaotic neutral

Armor Class 13

Hit Points 82 (11d10+22)

Speed 30 ft. swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	14 (+2)	10 (0)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Perception +6, Deception +7, Performance +7

Senses darkvision 90 Ft. passive Perception 16

Languages Aquan, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The kelpie can breathe air and water..

Charming Gaze. At the start of each of its turns, the kelpie can choose a creature that it can see within 100ft of it and force that creature to make a DC 15 Wisdom saving throw or become charmed and drop whatever its holding. A creature charmed this way is incapacitated and spends each turn moving towards the kelpie by the most direct route available in an attempt to mount it. It doesn't avoid opportunity attacks, but does not move into direct harm.

Kelpies. These shapeshifting river fey use their charms and adhesive flesh to prey upon unsuspecting travelers. In their natural form, they look like pale horses with long, reedy manes, and hauntingly glowing eyes. Their preferred form is that of a beautiful horse though they lack the land speed of a true horse.

At the end of each of its turns, and each time it takes damage, the target can repeat the Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success it breaks free of the charm. The charm also ends if this ability is used to charm a different creature. A creature that breaks free of the charm is immune to this ability for the next 24 hours.

Actions

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Suffocating Grasp. Each creature attached to the kelpie and submerged in water must make a DC 15 Constitution. On a failed save, a creature takes 31 (7d8) necrotic damage and starts to suffocate if it can't breath water. On a pass, it takes half as much damage and does not begin suffocating.

Change Shape. The kelpie polymorphs into a large terrestrial beast, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It automatically reverts to its true form if it dies or is submerged in water.

Reactions

Adhesive. When a large or smaller creature hits the kelpie with a melee attack or touches it, the kelpie can adhere that creature to itself, causing it to automatically become grappled (escape DC 15). Ability checks made to escape this grapple have disadvantage.

Because of this, the kelpie will use its Fey charms in an attempt to lure potential victims to it. Once the target touches the kelpie, it will become stuck and unable to flee. At this point the kelpie drags the creature down to the bottom of its watery home, drowning the victim before feasting on its new meal.

MISHIPESHU

Medium fiend, neutral evil

Armor Class 14

Hit Points 71 (13d8 + 13)

Speed 40 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +6, Cha +5

Skills Perception +6, Stealth +6

Damage Resistances Acid, cold, lightning, thunder

Senses darkvision 90 Ft. passive Perception 15

Languages Aquan, Abyssal, Druidic, Infernal,

telepathy 60ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The mishipeshu can breathe air and water.

Keen Sight. The mishipeshu has advantage on Wisdom (Perception) checks that rely on sight.

Ambusher. The mishipeshu has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the mishipeshu surprises a creature and hits it with an bite attack during the first round of combat, the target takes an extra 9 (2d8) damage from the attack.

Charge. If the mishipeshu moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Multiattack The mishipeshu makes four attacks: one with its ram, one with its bite, one with its claw and one it's tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Razer Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Mishipeshu. This monstrous creature appears to be large, aquatic cat equipped with a set of copper horns and a long razor sharp fin capable of slicing through steel. Mishipeshu serve as the malevolent guardians of rivers and lakes, and though they are fiendish in nature, they work with druidic enclaves to protect the specific bodies of water they are bound too.

While they do protect the sanctity of their watery homes, they do so with cruel brutality. Any creature that contaminates their waters in the slightest is subject to their terrible ire, and trespassers are often ambushed and torn to pieces without ever knowing what they did to incur the mishipeshu's wrath.



PYGMY HIPPO

Medium beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Intimidation +0

Senses Darkvision 30 Ft passive Perception 11

Languages None

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Dense. The hippopotamus can move along the ground while underwater without having its movement speed reduced, and does not suffer disadvantage on its bite attack while underwater.

Hold Breath. The hippopotamus can hold its breath for 5 minutes.

Blood Sweat. The hippopotamus has advantage on saving throws against disease.

Aggressive. As a bonus action, the hippopotamus can move up to its speed toward a hostile creature that it can see.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Pygmy Hippos. This smaller cousin to the common hippopotamus is quite elusive. Pygmy hippos only reach 6 feet in length, 3 feet in height, and weight in at up to 600 pounds. This, combined with their reclusive and solitary nature, makes them difficult to locate.

They are much less common than other hippos and their group sizes are much smaller, though local druids and other forest folk will often befriend them. Smaller forest dwellers, such as forest gnomes, will sometimes use pygmy hippos as mounts and beasts of burden, and are very protective of their hippopotamid friends.

SALTWATER CROCODILE

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10+14)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	5 (-3)

Skills Stealth +3, Perception +4

Senses darkvision 30 Ft., passive Perception 14.

Languages None

Challenge 2 (450 XP) **Proficiency Bonus** +2

Watery Lurker. The crocodile has advantage on Dexterity (Stealth) checks while submerged in water.

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage. The target is grappled (escape DC 15) Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Death Roll. One creature the crocodile has grappled in the water it must make a DC 15 Strength saving throw, on a taking 26 (4d10 + 4) piercing damage damage on a failed save, or half as much damage on a successful one.





WOLF OTTER

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 17 (3d8+3)

Speed 20 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages None

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Keen Sight. The otter has advantage on Wisdom (Perception) checks that rely on sight.

Hold Breath. The otter can hold its breath for 10 minutes.

Pack Tactics. The otter has advantage on an Attack roll against a creature if at least one of the it's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Wolf Otters. These ancient creatures are the largest otters to have ever lived. True to their name, wolf otters can grow to the size of a wolf. With a bite force equivalent to a bear, these primeval creatures have a wide range of prey options.

While not commonly known to most folk, wolf otters make effective patrol and hunting animals when working with druids or other powerful beings of nature who live near remote riverways. A pack of aggressive wolf otters can easily spell doom for a group of inexperienced explorers trespassing through their territory.

ART CREDIT

- Tishana, Voice of Thunder - Anna Steinbauer, Wizards of the Coast.
- Woodland Stream - Efflam Mercier, Wizards of the Coast
- Hippo Cow and Calf - WillemSvdMerwe
- The Jaguar King - Alan M Hunt
- The Kelpie Pond - Jaime Whitbread
- Mishibizhiw - KatePfeilschiefter
- Pygmy Hippo - Steve White, Wizards of the Coast
- Sea Otter | Electric - fluffypanquake

0.1 CHANGES

- Added additional effects to River Dweller feature