

DRUID CIRCLE

CIRCLE OF THE GRASSLANDS

Like the creatures of the world, druids often adapt to a specific environment they consider to be their home. Druids of this circle live in open planes and grasslands, running free amongst the creatures there. These druids defend their open homes from poachers and others that would sully the open freedom of the planes with the cage of civilization. These druids specialize in adapting animals forms suited to charging across large open areas. When given a sufficient runway, these druids become high speed battering rams capable of sending their foes flying of their feet.

GRASSLAND 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 Grasslands Spells list.

Druid Level	Wild Shape Option
2nd	Warhorse, Pronghorn*
6th	Cheetah*, Lion*
12th	Giant Elk
16th	Rhinoceros*

GRASSLANDS SPELLS

Your mystical connection to the grasslands 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	Expeditious Retreat, Longstrider
3rd	Warding Wind, Pass Without Trace
5th	Haste, Thunder Step
7th	Freedom of Movement, Aura of Life
9th	Control Winds, Dawn

PLANES RUNNER

Also, starting at 2nd level, your speed increases by 10 feet while you aren't wearing heavy armor or wielding a shield.

GRACE OF PLANES

Beginning at 6th level, you can use your action to cause the sweeping winds of the planes to whirl around you until the end of your turn. While the winds are whirling around you this way, whenever you move within 5 feet of another creature, you may choose to heal that creature for $1d8 + \text{your spellcasting ability modifier}$ or deal $1d8 + \text{your spellcasting ability modifier}$ thunder damage to the creature.



You may use any combination of either of these abilities up to six times this turn and only once per creature. Once you have used this action, you can't use it again until you finish a long rest or until you expend a spell slot of 3rd level or higher to use it again.

PRIMAL WEAPONS

At 6th level, if you have magic weapon merge into any of your wild shapes, your attacks in wild shape form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

AVATAR OF THE PLANES

At 10th level, you can use your wild shape to transform into an Elephant*, Zephyr Horn*, or Bronzehide Lion* for 1 hour. You can wild shape this way 3 times per day, and regain all uses after completing a long rest.

SONIC CHARGE

Starting at 14th level, you gain the ability charge at supersonic speeds, smashing through anything standing in your way. As a bonus action, you may choose to move up to a 120 feet in a straight line along the ground. This movement does not provoke attacks of opportunity and you have advantage on dexterity saving throws while moving this way.

Each creature that comes into contact with you while you are moving this way takes $5d10$ thunder damage and must make a strength saving throw against your spell save DC. On a failed save, the creature is pushed to side of you, and is knocked prone. On a successful save, the creature still takes the full damage but is not pushed to the side or knocked prone and you are stopped in your path.

Once you have used this action, you can't use it again until you finish a long rest or until you expend a spell slot of 5th level or higher to use it again.

*See the end of the document for new and revised creature stats

NEW WILDSHAPE STATS

BRONZEHIDE LION

Large Celestial, Neutral

Armor Class 16 (Natural Armor)

Hit Points 68 (8d10+24)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	6 (-2)	16 (+3)	14 (+2)

Saving Throws Str +6, Con +4

Skills Intimidation +4, Perception +5, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing

Senses Darkvision 90 ft., passive Perception 15

Challenge 5 (1,800 XP)

Keen Senses. The Bronzehide Lion has advantage on Wisdom (Perception) checks.

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

Actions

Multiattack. The Bronzehide Lion makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (2d6 + 4) slashing damage.

CHEETAH

Medium Beast, Unaligned

Armor Class 13

Hit Points 13 (3d8)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+3)	10 (+0)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Challenge 1 (200 XP)

Keen Sight and Hearing. The Cheetah has advantage on Wisdom (Perception) checks that rely on sight or hearing.

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

Sprinter. The first time the Cheetah uses the Dash action on its turn, its speed is quadrupled instead of doubled. The Cheetah can also make one Claw attack as a bonus action on that turn

Actions

Multiattack. The Cheetah makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone



ELEPHANT

Huge Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 114 (12d12+36)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	17 (+3)	6 (-2)	16 (+3)	10 (+0)

Skills Intimidation +4, Perception +6

Senses passive Perception 16

Challenge 5 (1,800 XP)

Keen Hearing. The Elephant has advantage on Wisdom (Perception) checks that rely on hearing.

Trunk. The Elephant can grasp objects with its trunk and use it as a snorkel. The trunk has a reach of 10ft. and can lift up to 800 pounds. The trunk can be used to perform the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or container. It can't wield weapons or shields or do anything that requires manual precision, such as using tools, magic items or performing the somatic components of a spell.

Trampling Charge. If the Elephant moves at least 20ft. straight toward a creature and then hits it with a Gore attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is knocked prone, the Elephant can make one Stomp attack against it as a bonus action.

Actions

Multiattack. The Elephant makes two attacks: one with its Gore and one with its Trunk Slam or Throw.

Gore. *Melee Weapon Attack:* Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 6) piercing damage.

Trunk Slam. *Melee Weapon Attack:* Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 8 (1d4 + 6) bludgeoning damage. If the Elephant's Trunk is not holding anything and the target is a medium or smaller creature, the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and the Elephant can't grapple another creature with its Trunk Slam.

Throw. *Ranged Weapon Attack with an Object Held by its Trunk:* +2 to hit, reach 20/40 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage. If a creature the Elephant is grappling is thrown this way, it lands prone 5 feet away from the target and takes (1d6 + 6) damage, regardless of whether the attack hits.

Stomp. *Melee Weapon Attack:* Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

LION

Large Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 45 (6d10+12)

Speed 40 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	4 (-3)	14 (2)	12 (+1)

Skills Intimidation +3, Perception +4, Stealth +4

Senses darkvision 60 ft. passive Perception 14

Challenge 1 (200 XP)

Keen Senses. The Lion has advantage on Wisdom (Perception) checks.

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

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

Running Leap. With a 10-foot running start, the Lion can long jump up to 30 ft.

Actions

Multiattack. The Lion makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

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

RHINOCEROS

Large Beast, Unaligned

Armor Class 14 (Natural Armor)

Hit Points 68 (8d10+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	4 (-3)	10 (0)	8 (-1)

Skills Intimidation +4

Senses passive Perception 11

Challenge 3 (700 XP)

PRONGHORN

Medium Beast, Neutral

Armor Class 12

Hit Points 6 (1d8+1)

Speed 70 ft.

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

Skills Perception +4

Senses passive Perception 14

Challenge 1/2 (100 XP)

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

Loose Fur. Checks made to grapple the Pronghorn or attack it with natural weapons that deal piercing damage have disadvantage.

Charge. If the Pronghorn 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 2 (1d4) bludgeoning damage.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4+ 2) bludgeoning damage.

ZEPHYR HORN

Medium Elemental, Neutral

Armor Class 16

Hit Points 54 (12d8)

Speed 70ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	10 (+0)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Dex +8

Damage Resistances Thunder

Skills Perception +5, Stealth +8

Senses passive Perception 14

Challenge 5 (200 XP)

Keen Sight and Hearing. The Zephyr Horn has advantage on Wisdom (Perception) checks that rely on sight or hearing.

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

Sprinter. The first time the Zephyr Horn uses the Dash action on its turn, its speed is quadrupled instead of doubled. The Zephyr Horn can also make one Ram attack as a bonus action on that turn

Sonic Ram. If the Zephyr Horn moves at least 40 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 16 (3d10) thunder damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Actions

Multiaction The Zephyr Horn makes three attacks: one with its bite and one with its claws and one ram attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) slashing damage.

Ram. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage.

ART CREDIT

- Shepard of the Flock - Magic the Gathering - Wizards of the Coast.
- Bronzehide Lion - Magic the Gathering - Wizards of the Coast.
- Felidar Guardian - Magic the Gathering - Wizards of the Coast.