**Mountain Froms**

When you choose this circle at 2nd level, you gain access to fallowing froms at 2nd, 4th, and 8th level, you do not have to fallow any of cr restrication for these forms.

2nd Wolf, Reindeer

4th Dire Wolf, Wolverine

8th Musk Ox, Brown bear

12th Moose, Grizzly bear

**Circle Spells**

Your mystical connection to 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 Circle Spells

2rd Ice Knife, Armor of Agathys

3rd Aid, Enhance Ability

5th Sleet Storm, Slow

7th Ice Storm, Fire Shield(chill shield only)

9th Circle of Power, Cone of Cold

**Amoung Hights**

At 2nd level, you You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional Protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit. In addtion when you are wearing Medium Armor or Light Armor, you add your constitution modifier instead of your dexterity, to the base number from your armor type to determine your Armor Class.

**Tundra Born**

6th level, you gain resistance to cold damage, If you already have resistance to cold damage from your racial featrues you instead gain advantage on constitution saving throws against effects that would deal cold damage to you. your movement is aslo unaffected by difficult terrain made of ice or snow.

**Frozen Assault**

6th level, Onces per turn when, You may have any damga dealt by melee weapons attack you make become cold damaga instead. in addtion once per turn when you deal cold damage to a creautre this way, you may have it make a Constitution saving throw vs you spell saving throw, On a failed it has disadvantage on the next wepon attack roll it makes before the end of its next turn.

**Avatart of the Tundra**

You can expend two uses of At 10th level, you can use your wild shape to transform into a Tyrant Polar Bear\*, Elasmotherium\*. You can wildshape this way 3 times per day, and regain all uses after completing a long rest.

**Arctic Endurance**

At 14th level, you to gain proficiency in constitution saving . If you already have this proficiency, you instead gain proficiency in strength saving throws.

In addtion, When you are subjected to an Effect that allows you to make a constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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| Elasmotherium  ***Huge beast*** | | | | | | |
| **Armor Class** 14  **Hit Points**  115 (10d12+50)  Speed 50 ft | | | | | | |
| **STR**  24 (+7) | **DEX**  8 (-1) | **CON**  20 (+5) | **INT**  4 (-3) | **WIS**  10 (0) | **CHA**  8 (-1) | | |
| **Skills** intimidation + 5  **Senses**. passive Perception 11  **Challenge** 5  **Poor Sight.** The rhinoceros has disadvantage on Wisdom (Perception) checks that rely on sight.  **Charge.** If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 22 (4d10) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. | | | | | |
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| ACTIONS | | | | | |
| **Gore. Melee Weapon Attack: +10 to hit,** reach 5 ft., one target. Hit: 23 (3d10 + 7) piercing damage. | | | | | |
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| Wolverine  ***Small Beast*** | | | | | |
| **Armor Class** 14  **Hit Points**  26 (4d6+12)  Speed 30 ft, burrow 5 ft. | | | | | |
| **STR**  14 (+2) | **DEX**  14 (+2) | **CON**  16 (+3) | **INT**  6 (-2) | **WIS**  14 (+2) | **CHA**  12 (+1) | |
| **Skills** intimidation +3 Perception +4  **Senses**. Darkvision 30 Ft. passive Perception 14  **Challenge** 1  **Keen Smell.** The wolverine has advantage on Wisdom (Perception) checks that rely on smell.  **Snow Shoes** The wolverine can move though terrain that is coverd in ice and/or snow with out having it's speed reduced.  **Feral**. The wolverine has advantage on saving throws against being charmed or frightened.  **Reckless.** At the start of its turn, the wolverine can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.  **Stench**. Any creature other than a wolverine that starts its turn within 5 feet of the wolverine must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all wolverine's for 1 hour. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack. The wolverine** **makes three attacks: one with its bite and two with its claws.**  **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (  2d4 + 2) piercing damage.  **Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (  1d6 + 2) slashing damage. | | | | | | | |
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