**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 Big Horn Sheep, Snow Leopard

4th Brown Bear, Jufu

8th Felanost, cave lion

12th Gorilla, Cave 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 Jump, Thunderous Smite

3rd Spider Climb, Earthbind

5th Erupting Earth, Meld into Stone

7th Stone Shape, Stoneskin

9th Transmute Rock, Wall of Stone

**Amoung Hights**

At 2nd level, you have clime speed eqaul to your walking speed and you have resitncae to fall damage.

**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.

**Crag Call**

At 6th level, As a action, You can cause a Rockformtiom to burst from places on the ground that you can see within 100 feet. The Rockformtiom that has a diameter of 30 feet and goes up to point 30 feet high. The ground where a Rockformtiom appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Huge or Bigger. the Rockformtiom counts as difficalet terain unless creature has a clibe speed. The crag has AC 16 and hit points equal to ten times your druid level. When reduced to 0 hit points, a Rockformtiom crumbles into dust.

If a Rockformtiom is prevented from reaching its full height because of a ceiling or other obstacle, mountaint stops one it feels and magior restianced, such as hitting roof or before it starts to pin creatue lifted up by it. The Rockformtiom can not restraine a creature this way.

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 3th level or higher to use it again.

**Avatart of the Mountain**

At 10th level, you can use your wild shape to transform into

an CragHorn\*, Gigantopithecus \*, or Zheng\*. You can

wild shape this way 3 times per day, and regain all uses after

completing a long rest.

**Unyealding**

You gain addishanl use of **Crag Call**

At 14th level, creatures of your choice that are stading on rock or earth effect or created by one of your druid spells or abilites can't be knocked prone, in addtion if a effect moves a creature while on rock or earth effect by druid spells or abilites , you can use your Reaction to reduce the distance they are moved by up to 15 feet.

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| Big Horn-Sheep  ***Medium Beast*** | | | | | |
| **Armor Class** 12  **Hit Points**  20 (3d8+6))  Speed 40 ft, Climspeed 30 ft. | | | | | |
| **STR**  14 (+2) | **DEX**  14 (+2) | **CON**  14 (+2) | **INT**  2 (-4) | **WIS**  12 (+1) | **CHA**  5 (-3) | |
| **­Skills** Perception +3  **Senses**. passive Perception 13  **Challenge** 1/2  **SkullBash -** Before the Big HornSheep makes a Ram attack, it can choose to take a -2 penalty to the attack roll. If the attack hits, it adds 4 to the attack’s damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.    **Sure-Footed.** The Big HornSheep has advantage on Strength and Dexterity saving throws made against effects that would knock it prone**.** | | | | | | | |
| **­** | | | | | | | |
| ACTIONS | | | | | | | |
| **Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) bludgeoning damage.** | | | | | | | |
| ReaCTIONS  **Cranly Plating,** when an attacker that Big HornSheep can see hit it with a melee Attack that dind't have advantage, it can use its Reaction to halve any Bluggeoning and Slashing damage the attack deals. | | | | | | | |

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| Feldunost  ***Large Beast*** | | | | | | | |
| **Armor Class** 13  **Hit Points**  51 (6d10+18)  Speed 40 ft, Climspeed 30 ft. | | | | | | | |
| **STR**  18 (+4) | **DEX**  14 (+2) | **CON**  16 (+3) | **INT**  3 (-4) | **WIS**  14 (+2) | **CHA**  6 (-2) | |
| **Skills** Perception +4  **Senses**. passive Perception 14  **Challenge** 2  **SkullBash -** Before the Feldunost makes a Ram attack, it can choose to take a -3 penalty to the attack roll. If the attack hits, it adds 6 to the attack’s damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.    **Sure-Footed.** The feldunost has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. | | | | | |
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| ACTIONS | | | | | |
| **Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoningdamage.** | | | | | |
| ReaCTIONS  **Cranly Plating,** when an attacker that you can see hits you with an melee Attack that dind't have advantage, you can use your Reaction to halve any Bluggeoning and Slashing damage the attack deals. | | | | | |

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| Brown Bear  ***Large Beast*** | | | | | | | |
| **Armor Class** 11  **Hit Points**  43 (5d10+15)  Speed 40 ft, Climspeed 25 ft. Swim 25 ft. | | | | | | | |
| **STR**  19 (+4) | **DEX**  10 (+0) | **CON**  16 (+3) | **INT**  6 (-2) | **WIS**  16 (+3) | **CHA**  6 (-2) | |
| **Skills** Perception +5  **Senses**.Darkvision 30 Ft passive Perception 15  **Challenge** 1  **Keen Hearing and Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell or Hearing**.** | | | | | |
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| ACTIONS | | | | | |
| **Multiattack.** The bear makes two attacks: one with its bite and one with its claws.  **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.  **Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. | | | | | |
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| CragHorn  ***Hug Elemental*** | | | | | | | |
| **Armor Class** 16  **Hit Points**  105 (10d12+40)  Speed 40 ft, Climspeed 30 ft. | | | | | | | |
| **STR**  22 (+6) | **DEX**  14 (+2) | **CON**  18 (+4) | **INT**  3 (-4) | **WIS**  14 (+2) | **CHA**  6 (-2) | |
| **Saving** Throws STR + 8  **Skills** Perception +5  **Senses**. passive Perception 15  **Challenge** 5  **SkullBash -** Before the CragHorn makes a Ram attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds 10 to the attack’s damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.  **Siege Monster.** The CragHorn deals double damage to objects and structures.  **Earth Walk** CragHorn can move across difficult terrain made of earth or stone without expending extra movement.  **Sure-Footed.** The feldunost has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. | | | | | |
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| ACTIONS | | | | | |
| **Ram. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d12 + 6) bludgeoningdamage.** | | | | | |
| ReaCTIONS  **Cranly Plating,** when an attacker that you can see hits you with an melee Attack that dind't have advantage, you can use your Reaction to halve any Bluggeoning and Slashing damage the attack deals. | | | | | |

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| Snow Leopard  ***Medium beast*** | | | | | | |
| **Armor Class** 13  **Hit Points**  13 (2d8+2)­  Speed 40 ft, Climspeed 30 ft | | | | | | |
| **STR**  14 (+2) | **DEX**  16 (+3) | **CON**  14 (+2) | **INT**  4 (-3) | **WIS**  14 (+2) | **CHA**  10 (0) |
| **Skills** Perception +4 Stealth +5  **Senses**. Darkvision 60 Ft. passive Perception 14  **Challenge 1/**2  **Ambusher** - The Leopard has advantage on attack rolls against any creature it has surprised.  **Keen Sight.** The Jaguar has advantage on Wisdom (Perception) checks that rely on sight. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The Jaguar makes two attacks: one with its bite and one with its claws.  **Bite**. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) piercing damage.  **Claw**. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) slashing damage. | | | | | | | |
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| Gorilla  ***large beast*** | | | | | | |
| **Armor Class** 12  **Hit Points**  76 (8d10+32)  Speed 30 ft, Climspeed 20 ft | | | | | | |
| **STR**  20 (+5) | **DEX**  14 (+2) | **CON**  18 (+4) | **INT**  7 (-2) | **WIS**  16 (+3) | **CHA**  10 (0) |
| **Skills** Athletics + 7 Perception +5, Intimidation + 2  **Senses**. passive Perception 15  **Challenge 3**  **Brawler:** When Gorilla attacks a creature with it's fist weapon, hit or miss, it can use it's bonus action to attempt to grapple the target. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** Three attacks The ape makes Three attacks: one it's bite and two fist attacks. it may repalce it's two fist attacks for a throw.  **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.    **Fist.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.  **Throw.** Ranged Weapon Attack with an Mediom or smaller Object in it's hand: +4 to hit, reach 20/40 ft., one target. Hit: 8 (1d8 + 5) bludgeoning damage. If a creature the Gorill is grappling is thrown this way, it lands prone 5 feet away from the target and takes 8 (1d8 + 5)  damage, regardless of whether the attack hits. | | | | | | | |
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| Zheng  ***Medium Monstrosity*** | | | | | | |
| ***large beast***  **Armor Class** 16  **Hit Points**  75 (10d8+30)  Speed 40 ft, Climspeed 40 ft | | | | | | |
| **STR**  18 (+4) | **DEX**  16 (+3) | **CON**  16 (+3) | **INT**  8 (-1) | **WIS**  16 (+3) | **CHA**  12 (+1) |
| **Saving Throws** Dex +6, Con +5  **Skills** Perception +6 Stealth +6 Intimidation + 4  **Damage Immunities** Thunder.  **Senses**. Darkvision 60 Ft. passive Perception 15  **Challenge 5**  **Ambusher** - The Zheng has advantage on attack rolls against any creature it has surprised.  If the Zheng 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 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.  **Keen Sight.** The Zheng has advantage on Wisdom (Perception) checks that rely on sight.  **Earth Walk** Zheng can move across difficult terrain made of earth or stone without expending extra movement  **Crag Stealth**, While in Rock Terrain, the Zheng can take the Hide action as a bonus action and when it is only lightly obscured. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The Zheng makes three attacks: one with its bite, one with its claws, and one with it's Gore, it can replace it's gore and Bite for a Thunders Roar  **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.  **Claw**. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.  **Gore.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.  **Thunders Roar** Zheng lets lose a roar like thunder in 30-foot radius of the Zheng that can be heared upto a mile away. Each creature in a 30-foot-radius sphere around the Zheng must make a DC 15 saving throw Constitution saving throw or take 10 (3d6) thunder damage and is defend on a failed save , or half as much damage on a successful one and is not defend. the target must repeat the saving throw at the end of each of it's turn, ending the defend on a success. | | | | | | | |
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| Cave Bear  ***Large Beast*** | | | | | | | |
| **Armor Class** 12  **Hit Points**  85 (10d10+30)  Speed 40 ft, Climspeed 25 ft. Swim 25 ft. | | | | | | | |
| **STR**  20 (+5) | **DEX**  10 (+0) | **CON**  16 (+3) | **INT**  6 (-2) | **WIS**  18 (+4) | **CHA**  6 (-2) | |
| **Skills** Perception +6  **Senses**. Darkvision 60 ft., passive Perception 16  **Challenge** 3  **Keen Hearing and Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell or Hearing**.** | | | | | |
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| ACTIONS | | | | | |
| **Multiattack.** The bear makes two attacks: one with its bite and one with its claws.  **Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) piercing damage.  **Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage. | | | | | |
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| Cave Lion  ***Large Beast*** | | | | | | | |
| **Armor Class** 14  **Hit Points**  67 (9d10+18)  Speed 40 ft, Climspeed 25 ft. | | | | | | | |
| **STR**  18 (+4) | **DEX**  15 (+2) | **CON**  14 (+2) | **INT**  6 (-2) | **WIS**  14 (+2) | **CHA**  10 (-1) | |
| **Skills** Intimidation +2, Perception +4, Stealth +4  **Senses**. Darkvision 60 ft., passive Perception 14  **Challenge** 3  **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. | | | | | |
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| ACTIONS | | | | | |
| **Multiattack.** The Loin makes two attacks: one with its bite and one with its claws.  **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.  **Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage. | | | | | |
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| Gigantopithecus  ***Hug Beast*** | | | | | | |
| **Armor Class** 12  **Hit Points**  105 (10d12+40)  Speed 40 ft, Climspeed 20 ft | | | | | | |
| **STR**  22 (+6) | **DEX**  14 (+2) | **CON**  18 (+4) | **INT**  6 (-2) | **WIS**  16 (+3) | **CHA**  10 (0) |
| **Skills** Athletics + 8 Perception +5, Intimidation + 2  **Senses**. passive Perception 15  **Challenge 5**  **Brawler:** When gigantopithecus attacks a creature with it's fist weapon, hit or miss, it can use it's bonus action to attempt to grapple the target. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The gigantopithecus makes Three attacks: one it's bite and two fist attacks. it may repalce it's two fist attacks for a throw.  **Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage.    **Fist.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) bludgeoning damage.  **Throw.** Ranged Weapon Attack with an large or smaller Object in it's hand: +4 to hit, reach 30/60 ft., one target. Hit: 12 (1d12 + 6) bludgeoning damage. If a creature the gigantopithecus is grappling is thrown this way, it lands prone 5 feet away from the target and takes 12 (1d12 + 6)  damage, regardless of whether the attack hits. | | | | | | | |
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| Jufu  ***Medium Beast*** | | | | | | |
| **Armor Class** 13  **Hit Points**  30 (4d8+12)  Speed 25 ft, Climspeed 30 ft | | | | | | |
| **STR**  16 (+3) | **DEX**  16 (+3) | **CON**  16 (+3) | **INT**  7 (-2) | **WIS**  16 (+3) | **CHA**  10 (0) |
| **Skills** Athletics + 5 Perception +5, Acrobatics + 5  **Senses**. passive Perception 15  **Challenge 1**  **High Ground,** Jufu has attvatge on it rock attacks as long as it is 20 feet above the target, it aslo ingores disvatge from creatures being prone. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The ape makes two fist attacks. Or to two rock attacks  **Fist.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.  **Rock.** Ranged Weapon Attack: +5 to hit, reach 30/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. | | | | | | | |
| ReaCTIONS  **Rock Catching**. If a rock or similar object is hurled at the Jufu, the Jufu can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it. | | | | | | | |

