[Circle of the R](https://roll20.net/compendium/dnd5e/Druid)**iver**

**River Forms**

When you choose this circle at 2nd level, you gain access to fallowing forms at 2nd, 6th, 12th and 16th level, you do not have to fallow any of the restriction for these forms.

2nd Dolphin, Wolf Otter

6th Giant Toad, Alligator .

12th Jaguar

16th Hippopotamus

**Circle Spells**

At 2nd level, you learn the shape Water cantrip, you already know this cantrip you may one additional druid cantrip of your choice instead. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of River Spellstable.

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

3rd Mirror Image, Misty Step

5th Water Breathing, Wall of Water

7th Control Water, Aura of Purity

9th Maelstrom, Scrying

**Of the River**

Your have Swim speed equal to your walk Speed.

**Call of The Rappids**

At 6th level, As a action, A river springs into existence at a point you choose within 100 feet, the point must be on ground or in a body of water, The river is composed of three 10-foot-deep water and 20 feet long panels be contiguous with at least one other panel, onece you finsh the river you choose a drerction the reiver runs, even if the water has to flow over obstacles, up walls, or in other unlikely directions, a creature swimming up stream cost a creature double the movment, any creature that moves down stream cost half the movment, and any creature that starts its turn in the river you may have make a strength saving throw or and be pulled 20 feet down the reiver, a. As a action you can switch the dercation of the reivr. River dispears after 1 Minute.

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 Planes**

At 10th level You can expend two uses of Wild Shape at the same time to transform into mishipeshu, ????, or ???. In addition, 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.

**Grasping Curnet**

At 14th level, You case pull of the River darge away your enemys, You may choose any number creatures with in 100 feet of you that is submuged in water or 15 feet a way form a body of water, thouse creatures must make strangth saving throw vs your spell save dc, a creature submuged has disadvantage on the save, on fail the creature take 3d8 bludgeoning damage and are pulled 15 feet towrds closest body of water water, if a creature is already in the water you may move them 15 feet in any derction instead. on pass the creature in not pulled and takes half damaga.

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.

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| Mishibizhiw  ***Medium Fiend*** | | | | | |
| **Armor Class** 14  **Hit Points**  72 (13d8 + 13)  **Speed** 40ft. Climspeed 30 ft **swim** 40ft | | | | | |
| **STR**  17 (+3) | **DEX**  16 (+3) | **CON**  13 (+1) | **INT**  12 (+1) | **WIS**  16 (+3) | **CHA**  14 (+2) | |
| **Damage Resistance Acid, Cold, Lighting**  **Saving** Throws Dex +6, CHA +5  **Skills** Perception +6, Stealth +6  **Senses**. Darkvision 90 Ft. passive Perception 15  **Challenge** 5 (200 XP)  **Amphibious.** The mishipeshu can breathe air and water.  **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**.**  **Ambusher** - The mishipeshu has advantage on attack rolls against any creature it has surprised.  **Keen Sight.** The mishipeshu has advantage on Wisdom (Perception) checks that rely on sight. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Multiattack.** The lion makes four attacks: one with its ram, one with its bite, one with its claw and one it's tail.   |  | | --- | | **Ram** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage  **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) The target is grappled (escape dc 14) Until this grapple ends, the target is restrained, and the Mishibizhiw can't bite another target  **Claw**. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage  **Razer Tail**. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (2d4 + 3) slashing damage | | | | | | | | |
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| Wolf Otter  ***Medium Beast*** | | | | | | | |
| **Armor Class** 13  **Hit Points**  13 (2d8+4)  Speed 20 ft, Swim speed 30 ft. | | | | | | | |
| **STR**  14 (+2) | **DEX**  15 (+2) | **CON**  14 (+2) | **INT**  6 (-2) | **WIS**  12 (+1) | **CHA**  6 (-2) |
| **Skills** Perception +3  **Senses**. Darkvision 30 Ft. passive Perception 13  **Challenge** 1/2  **Hold Breath.** The Wolf Otter can hold its breath for 10 minutes.  **Pack Tactics.** The Wolf Otter has advantage on attack rolls against a creature if at least one of the Wolf Otter's allies is within 5 feet of the creature and the ally isn't incapacitated | | | | | | |
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| ACTIONS | | | | | | |
| **Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.** | | | | | | |
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| Dolphin  ***Medium beast*** | | | | | |
| **Armor Class** 13  **Hit Points**  14 (3d8+0)  **Speed** 50ft. | | | | | |
| **STR**  10 (+0) | **DEX**  16 (+3) | **CON**  11 (+0) | **INT**  7 (-2) | **WIS**  16 (+3) | **CHA**  14 (+2) | |
| **Skills** Perception +6, Persuasion + 4  **Senses**. Senses blindsight 120 ft., passive Perception 16.  **Challenge** 1/2 (200 XP)  **Echolocation.**The Dolphin can't use its blindsight while deafened.  **Charge**. If the Dolphin 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 4 (1d4) bludgeoning damage.  **Pack Tactics:** The Dolphin has advantage on an Attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't Incapacitated.  **Hold Breath.** The whale can hold its breath for 10 minutes.  **Keen Hearing.** The Dolphin has advantage on Wisdom (Perception) checks that rely on hearing. | | | | | | | |
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| ACTIONS | | | | | | | |
| |  | | --- | | **Ram**. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. | | | | | | | | |
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| |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Jaguar  ***Medium beast*** | | | | | | | | **Armor Class** 13  **Hit Points**  17 (3d8+3)­  Speed 40 ft, Climspeed 30 ft Swim 20 ft.. | | | | | | | | **STR**  17 (+3) | **DEX**  16 (+3) | **CON**  13 (+1) | **INT**  4 (-3) | **WIS**  14 (+2) | **CHA**  10 (0) | | **Skills** Perception +5 Stealth +6  **Senses**. Darkvision 60 Ft. passive Perception 14  **Challenge** 2  **Ambusher** - The Jaguar 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.  **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 9 (2d8) damage from the attack. | | | | | | | | | **­** | | | | | | | | | ACTIONS | | | | | | | | | **Multiattack.** The Jaguar 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: 12 (2d8 + 3) piercing damage.  **Claw**. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. | | | | | | | | |  | | | | | | | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Hippopotamus  ***Large beast*** | | | | | | | **Armor Class** 14  **Hit Points**  76 (8d10+32)  Speed 30 ft | | | | | | | **STR**  21 (+5) | **DEX**  8 (-1) | **CON**  18 (+4) | **INT**  4 (-3) | **WIS**  12 (+1) | **CHA**  10 (0) | | | **Skills** intimidation + 4  **Senses**. passive Perception 11  **Challenge** 3  **Dence** - The Hippopotamus can move along the floors underwater without having it's movment reduced speed.  **Hold Breath.** The Hippopotamus can hold its breath for 5 minutes.  **Blood Sweet-** The Hippopotamus has advantage on saving throws against disease  **Aggressive**. As a bonus action, the hippo 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. | | | | | | | | |  | | | | | | | | | | | | | | | |

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| Alligator  ***Large beast, Unaligned*** | | | | | |
| **Armor Class** 13  **Hit Points**  38 (5d10+10)  **Speed 20 ft., swim 30 ft.** | | | | | |
| **STR**  16 (+3) | **DEX**  12 (+1) | **CON**  14 (+2) | **INT**  4 (-2) | **WIS**  14 (+2) | **CHA**  5 (-3) | |
| **Skills** Stealth +3, Perception +2  **Senses**. Darkvision 30 Ft., passive Perception 14.  **Challenge** 1 (200 XP)  **Hold Breath.** The crocodile can hold its breath for 15 minutes.  **Water Lucker.** The crocodile has advantage on Wisdom (Stealth) checks while sumbmuged in water. | | | | | | | |
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| ACTIONS | | | | | | | |
| |  | | --- | | **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8(1d10 + 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 Spin.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature it has grapppled in the water. Hit: 14 (2d10 + 3) piercing damage. | | | | | | | | |

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| Kelpie  ***Large Fey*** | | | | | |
| **Armor Class** 13  **Hit Points**  90 (12d10 + 24)  **Speed** 60ft. **Swim** 60ft. | | | | | |
| **STR**  18 (+4) | **DEX**  12 (+2) | **CON**  14 (+2) | **INT**  10 (0) | **WIS**  16 (+3) | **CHA**  18 (+4) | |
| **Saving** Throws Wis +5, CHA +7  **Skills** Perception +6, Deception +7, Performance +7  **Senses**. Darkvision 90 Ft. passive Perception 15  **Languages Aquan, Common, Sylvan**  **Challenge** 5 (200 XP)  **Amphibious.** The kelpie can breathe air and water.  **Adhesive.** The kelpie adheres to anything that touches it. A Large or smaller creature adhered to the kelpie is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.  **Charming Presences,** When a creature that can see the kelpie starts it's turn within 60 and the two of them can see each other, the kelpie can force the creature to make a dc 15 wisdom saving throw or be charmed by the kelpie and drops whatever they are holding, a creature charmed this way moves towrds the kelpy While charmed by the kelpie and attempts to pet it, a target is incapacitated and ignores the aures of other Kelpies., the target must move on its turn toward the Kelpie by the most direct route. It doesn't avoid opportunity attacks, but dos not move into damaging terrain, if a target takes damaga form the kelpy or damaging terrain it is drag though by the kelpy, the charm ends. A target breaks free of the charm is is immune to kelpie's presences or the next 24 hours.  A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the kelpie until the start of its next turn, when it can avert its eyes again. If it looks at the kelpie in the meantime, it must immediately make the save. | | | | | | | |
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| ACTIONS | | | | | | | |
| |  | | --- | | **Multiattack.** The kelpie makes two attacks: one with its bite and one with its hooves    **Bite**. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.  **Hooves.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.  **Sufacting Grasp.** Each creature attached to the kelpie submurged in water must make a constitution saving throw DC 15, on fail the creature takes 22 (4d10) necrotic damage and start to suffocation if they can't breath water. or half as much on Secseful save and do not start suffocating  **Change Shape.** The kelpie magically polymorphs into a large 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. The kelpie reverts to its true form if it dies or it Submurged in water. | | | | | | | | |
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| Giant Crocodile  ***Hug beast, Unaligned*** | | | | | |
| **Armor Class** 14  **Hit Points**  (9d12+27)  **Speed 20 ft., swim 40 ft.** | | | | | |
| **STR**  22 (+6) | **DEX**  9 (-1) | **CON**  17 (+3) | **INT**  4 (-2) | **WIS**  14 (+2) | **CHA**  5 (-3) | |
| **Skills** Stealth +2, Perception +2  **Senses**. Darkvision 30 Ft., passive Perception 14.  **Challenge** 5 (200 XP)  **Hold Breath.** The crocodile can hold its breath for 20 minutes.  **Water Lucker.** The crocodile has advantage on dextraity (Stealth) checks while sumbmuged in water. | | | | | | | |
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| ACTIONS | | | | | | | |
| 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: +8 to hit, reach 5 ft., one creature. Hit: 22 (3d10 + 6) piercing damage. The target is grappled (escape dc 18) Until this grapple ends, the target is restrained, and the crocodile can't bite another target  **Melee Weapon Attack: +**8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 15 (2d8 + 6) bludgeoning damage.  **Death Spin.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature it has grapppled in the water. Hit: 44 (7d10 + 6) piercing damage. | | | | | | | | |