



DRUID SUBCLASSES

A Druid subclass is a specialization that grants you features at certain Druid levels, as specified in the subclass. Druids form loose associations, which they call circles, each with a dedicated focus to the magical worlds. This section presents the Circle of Ore, Circle of the Dragon, Circle of the Land, Circle of the Prehistoric, Circle of the Wild Cavalry subclass.

CIRCLE OF ORE

Connect With Magical Metals as a Bulwark Guardian

Ore and the splendor of riches beneath the surface of the earth are often the bane of many druids, as their utilization by the masses leads to destruction of the natural world.

Druids of this circle understand the usefulness of this earthen bounty and how to sustainably harvest it. Many from the planet Titan in the nation of Silverstrum have found ways to sustainably mine for precious metals and ores that lay beneath the surface.

LEVEL 3: ORE WARRIOR

You gain proficiency with Smith's Tools and the War Pick as well as Heavy Armor training. You can also use a Miner's Pick as a War Pick. Either of these pieces of equipment can also be used as a Spellcasting Focus for your Druid spells.

LEVEL 3: ORE FORM

As a Bonus Action, you can expend a use of your Wild Shape feature to take on an ore form rather than shape-shifting.

While in your ore form, you retain your game statistics, but your body becomes covered in a metallic ore from the depths of the earth. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

Whenever you assume your ore form, choose which of the following metallic ores binds itself to your body; your choice gives you certain benefits while in the form.

Iron Strength. Your Unarmed Strikes deal 1d8 Bludgeoning damage, and you can use your Wisdom modifier instead of Strength for attack and damage rolls with them. You also have Advantage on Strength checks and saving throws. At Druid level 10, you can also make an Unarmed Strike as a Bonus Action in this form.



CIRCLE OF ORE
DRUID



Golden Shine. Hostile creatures within 15 feet of you when you activate this form must make a Constitution saving throw. Creatures that fail have Disadvantage on attack rolls until the end of their next turn. As a Bonus Action on each of your turns, you can repeat this effect against creatures within 5 feet of you.

Titanium Protection. You gain a +1 to your Armor Class. This bonus increases to +2 at Druid level 10.

LEVEL 3: ORE PROTECTION

You know the *Resistance* cantrip and you can cast it as a Bonus Action. The cantrip doesn't count against your number of cantrips known.

When you cast this spell, you can choose for the spell to not require Concentration. You can use this feature a number of times equal to your Wisdom modifier and regain all expended uses when you finish a Long Rest.

LEVEL 6: MAGICAL METALS

You gain additional benefits to your Ore Forms.

Iron Strength. Whenever you deal damage with your Unarmed Strikes in this form, it can deal your choice of Force damage or its normal damage type. When you make an Unarmed Strike in this form, you can make an additional Unarmed Strike as part of the same action.

You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.

Golden Shine. The range of the effects from your Golden Shine feature increases by 5 feet. When you activate this form, creatures within 20 feet of you who fail their saving throw have the Blinded condition for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Titanium Protection. You have Resistance to Bludgeoning and Slashing damage.

LEVEL 10: VEIN MOVEMENT

Your connection to the natural metal ores of the world can be used to gain information of your surroundings and traverse dangerous caverns. You also gain further protection and abilities from the ore of the world around you.

Ore Armor. You gain a +1 to your AC while wearing Heavy Armor made of metal.

Vein Sense. As a Magic action, you can place your hand on a vein of ore and discern if any Elementals are also in contact with the vein, as well as the exact length and distance the vein traverses.

Melding Metal. While touching a vein of ore, you can use a Bonus Action to meld into it, as per the *Meld Into Stone* spell.



GNOME ORE DRUID
SEARCHING FOR GOLD

