

CIRCLE OF THE WILD CAVALRY

Bond with a Mount of the Wilds

Those who join the Circle of the Wild Cavalry summon the wild spirits of nature to ride into battle. These druids work alongside wild mounts that they use as partners in combat. The most dangerous part about dealing with a druid of the wild cavalry is knowing that if you see one alone, there's something else you're not seeing.

LEVEL 3: WILD MOUNT

You gain the ability to summon a Wild Mount to help serve you in your adventures. You can expend a use of your Wild Shape as a Magic action to cast *Find Steed*. When you do, the Otherworldly Steed is summoned with a number of additional Hit Points equal to your Druid level. When you reach Druid level 17, you cast this spell at level 4.

LEVEL 6: TANDEM TACTICIAN

You and your mount act seamlessly together. You can use your Bonus Action to command your Wild Mount to take the Dash, Disengage, Dodge, or Help action using its Bonus Action.

LEVEL 10: WILD PREDATORS

When a creature within 5 feet of you, and your mount, is hit by an attack, you or your mount can use their Reaction to reduce the incoming damage by 2d6 plus your Wisdom modifier. If your mount uses their Reaction, they can make an attack against the creature that dealt the damage, if they are in range.

Additionally, mounting or dismounting your Wild Mount only costs you 5 feet of movement.

LEVEL 14: GREATEST STEED

The primal magic that summons your wild mount grows to its mightiest potential. When you summon your mount, it gains the following benefits while summoned:

Multiattack. Your Wild Mount can make one additional attack on its turn.

Charge. Your Wild Mount's Speed increases by 20 feet.

Connected Armor. Your Wild Mount's AC becomes equal to your AC if its AC would be lower.

Connected Soul. When you cast a spell of level 5 or lower that targets only yourself and your steed while mounted, you can choose one additional creature within 5 feet of you and your mount to also be a target of the spell.

