



CIRCLE OF THE ASPECTS [v1.1]

A circle of the aspects druid, frequently called a spirit shifter, is a druid that has attuned themselves to the celestial aspects of beasts, tapping into their fundamental nature, calling up certain aspects of wilderness and embodying them in spirit. A druid of this circle can be said to wildshape their soul, rather than their body.

Druids of this circle must walk a fine line, as it can be easy for them to delve too deeply into the powerful and savage states of mind they enter, but these magical aspects grant them both unique power and perspective as they walk the world, seeing the world through the eyes of the bestial spirits that boil within them.

CIRCLE OF THE ASPECTS FEATURES

Druid Level	Feature
2nd	Spirit Shape
6th	Spiritual Regrowth, Twin Soul
10th	Chimera Soul
14th	Spiritual Wings

CIRCLE SPELLS

At 2nd level, you learn the *primal savagery* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Aspects Spells table.

Druid Level

Circle Spells

3rd	<i>flame blade, mirror image</i>
5th	<i>haste, spirit guardians</i>
7th	<i>fire shield, freedom of movement</i>
9th	<i>steel wind strike, wrath of nature</i>

POWER OF ADDITIONAL SPELLS

Spirit guardians is a very powerful spell, but also mechanically and thematically appropriate for the subclass, empowering both the theme and mechanics, so is accounted for as part of the class.

SPIRIT SHAPE

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you can shape your soul to incorporate a bestial aspect.

While your body remains unchanged, the magical essence fills you with a unique power depending on which aspect you assume, granting potent abilities. The spirit shape lasts for 10 minutes, or until you use this feature again. Choose one of the following Spiritual Aspects:

- **Aspect of the Bear:** You gain supernatural strength and your magic impacts with staggering force. Your Strength ability score becomes equal to your Wisdom ability score (if it was lower), and you can add your Strength modifier to the damage of your melee spell attacks. You gain proficiency in Strength saving throws while manifesting this aspect.

- **Aspect of the Tiger:** You gain supernatural agility and unrelenting ferocity weaving your magic and attacks together. When you make a melee spell attack or cast a spell as part of your action, you can make one melee weapon attack as a bonus action. You gain proficiency in Dexterity saving throws while in this stance.
- **Aspect of the Turtle:** You gain supernatural endurance and perseverance to carry on through a rain of blows. When you enter this form, and at the start of your turn while in this form, you gain temporary hit points equal to your Wisdom modifier. You gain proficiency in Constitution saving throws while manifesting this aspect.

WHAT ARE *your* SPIRITS?

While the above are the mechanics of the spirits, the actual nature of the spirits can easily be changed. Prefer Badgers to Bears? Feel free to pick any beast that you feel embodies the power being granted.

TWIN SOUL

Starting at 6th level, when you assume a Spirit Aspect, you can assume two different aspects at the same time.

SPIRITUAL REGROWTH

Additionally at 6th level, whenever you cast a spell while Spirit Shaped, you recover hit points equal to twice the spell level of the spell cast.

CHIMERA SOUL

Starting at 10th level, when you assume a Spirit Aspect, you can assume three different aspects at the same time.

ASPECT OF THE EAGLE

Starting at 14th level, when you assume any other Spiritual Aspect, you can also assume the Aspect of the Eagle, causing ethereal wings to erupt from your aura. You gain a flying speed of 30 feet while in this aspect. It ends when you are no longer assuming a Spiritual Aspect.

CIRCLE OF THE SPIRITS QUIRKS

The following are some optional quirks for a player of this Circle to choose from - these can be either preexisting, signaling their fated path toward this Circle, or appear after the first time they've assumed Spirit Shape.

d6	Quirk
1	After spirit shaping, your eyes continue to resemble the Spiritual Aspect you assumed for the rest of the day.
2	You blame any of your rude behavior on spirits disliking the subject at hand.
3	When spirit shaped into carnivores, you occasionally forget it's only in spirit and attempt to bite your enemies.
4	You practice your roaring, just in case.
5	You act without hesitation, your fist guided by feral instincts.
6	You collect teeth and claws of impressive creatures, hoping to attune to their spirits.

CHANGE LOG

V1.0.1

- Moved Flameblade to the level it belongs, added Haste to spell list.

V1.1

- Buffed all aspects.
- Aspects grant proficiency in their associated ability score (Strength, Con, Dex).
- You can assume two aspects at the same time at 6th level, down from 10th.
- You can assume all three aspects at 10th level.
- Aspect of Tiger works when you cast a spell as well as when you make a melee spell attack.
- Twin Soul and Chimera soul no longer take extra uses of wild shape.

CREDITS

- Subclass created by KibblesTasty
- Art: Magic the Gathering, Wizards of the Coast. Used under the Fan Content Policy.

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