

DRUID SUBCLASS

CIRCLE OF THE SUN V1.1

Druids revere aspects of nature, and none is more central to the cycle of life than the sun, origin of light and life. Druids of this circle are not clerics of the god of the sun, but represent its aspect in the cycle of life, the light and heat and its brings, the fiery radiance with which it reigns over the world.

Druids of the Circle often stand in opposition that which crawls through the dark, that which corrupts in the absence of light, and while still inclined to the neutrality many Druids uphold, they tend to swing further the extremes of passion and action, willing to burn away the rot. Though they might aim for a controlled burn, a controlled burn may often be more destructive than a simple pruning.

CIRCLE OF THE SUN FEATURES

Druid Level	Feature
2nd	Circle Spells, Unleash Radiance
6th	Burning Light
10th	Cleansing Fire
14th	Emissary of the Sun

CIRCLE SPELLS

At 2nd level, you learn the *light* and *ignite fire* cantrips. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Sun Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Druid Level	Circle Spells
3rd	<i>flame blade</i> , <i>flaming sphere</i>
5th	<i>daylight</i> , <i>fireball</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>flame strike</i> , <i>pyroclastic lance</i> ^K

UNLEASH RADIANCE

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. You absorb sunlight and as a bonus action, you can unleash the stored radiance outward. When you transform with this ability, creatures of your choice within 15 feet of you must make a Constitution saving throw or be blinded until the start of your next turn. For the next one minute you gain the following effects.

You gain the following properties when you transform:

- You shed bright light in a radius of 20 feet, and dimlight for another 20 feet. The bright light is sunlight.
- You gain resistance to fire and radiant damage.
- Once per turn, when you deal fire or radiant damage on your turn, you can deal an additional 1d4 fire or radiant damage to that enemy.

As an action while you are transformed, you can end the effect early, releasing your stored energy in a beam of light a 60 feet long and 5 wide.

Each creature in the line must make a Dexterity saving throw. On failure, a creature takes 2d8 radiant damage, or half as much on a success. This damage increases by 1d8 at 5th level (3d8), 11th level (4d8), and 17th level (5d8). You can expend a spell slot when unleashing this power to increase the damage dealt by 1d8 fire damage for each level of spell slot spent (for example, unleashing it at 5th level and using a 3rd level spell slot would deal 3d8 radiant damage and 3d8 fire damage).

If you have not been exposed to sunlight in the last 24 hours, the duration of the transformation is halved, and ending it early does not release a beam of energy.

ABSORB RADIANCE

When you end your turn in sunlight, you gain temporary hit points equal to your Wisdom modifier. Once you gain these temporary hit points, you cannot gain them again for 1 minute.

BURNING LIGHT

Starting at 6th level, the first time on your turn that you roll radiant or fire damage against a creature is in bright light, you can add your Wisdom modifier to that damage roll.

CONFLAGURATION

Additionally at 6th level, you enhance certain fire spells granted by your class:

- **Flame Blade.** When you make a melee spell attack with *flame blade*, you can make a second melee spell attack as part of the same action.
- **Ignite Fire.** When you are concentrating on *ignite fire*, casting the spell again does not immediately end the previous *ignite fire* spell, and it instead lasts a number of rounds equal to your Wisdom modifier before fading, unless you intentionally end it (no action required).

RULES TIP: STACKING EFFECTS

Multiple instances of *ignite fire* would not cause additional damage against the same creature. It would, however, be possible to effect more areas with it. *Ignite fire* can be considered comparable to any concentration cantrip that creates a persistent bonfire.

CLEANSING FIRE

Beginning at 10th level, you can cast *remove curse* or *lesser restoration* without expending a spell slot, but when you cast it this way the target takes 1d10 fire damage for each condition or disease removed, or 1d10 radiant damage for each curse removed.

You can do this a number of times equal to your Wisdom modifier, regaining all uses when you complete a long rest.

EMMISSARY OF THE SUN

Starting at 14th level, when you use Unleash Radiance, you can become fire itself, gaining the effect of the *form of fire* spell. When you do this, you can spend a second use of wildshape to sprout wings of fire, taking on a phoenix like form with a flying speed of 30 feet.

CHANGELOG v1.1.1

- Unleash Radiance light increased to 20 feet/20 feet.
- Unleash Radiance damage increased to 2d8, and not scales up at 5th, 11th, and 17th level. Spell slot damage increased reduced from 1d12 to 1d8.
- No longer absorbs fire/radiant damage equal to Druid level
- New feature: Absorb Radiance
- Burning Light split into two features (Burning Light + Conflagration)
- Converted to CC-BY content from FCP



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