

# DRUID SUBCLASS

## CIRCLE OF THE SUN

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 to 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 *create bonfire* 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 sword</i> , <i>flaming sphere</i>
5th	<i>daylight</i> , <i>fireball</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>dawn</i> , <i>flame strike</i>

### 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 radiance within. When you transform with this ability, creatures 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 15 feet, and dimlight for another 15 feet. The bright light is sunlight.
- You when you would take fire or radiant damage, you can instead gain temporary hit points, up to a total of your Druid level. Once you have gained temporary hit points this way up to your Druid level, you no longer gain temporary hit points and 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, or take 1d12 radiant damage. You can enhance this damage further by expending a 1st level spell slot (to 2d12), and by an additional 1d12 per level of spell slot spent (3d12 for 2nd level spell slot, 4d12 for a 3rd level, etc), up to 6d12 for a 5th level spell slot.

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.

### BURNING LIGHT

Starting at 6th level, once per turn on your turn, when you roll fire or radiant damage against a creature that is in bright light, you can add your Wisdom modifier to one roll of that damage.

Additionally some of your fire spells are enhanced in the following way:

- When you make a melee spell attack with *flame blade*, you can make a second melee spell attack as part of the same action.
- You can concentrate on multiple *create bonfire* spells at the same time, up to your Wisdom modifier spells.

### RULES TIP: STACKING EFFECTS

Multiple instances of *create bonfire* would not cause additional damage against the same creature. It would, however, be possible to effect more areas with it.



## CLEANSING FIRE

Beginning at 10th level, you can cast *remove curse* or *lesser restoration* without expending a spell slot, if the target has a condition or curse removed by the spell, they take 1d10 fire damage and 1d10 radiant damage.

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

## EMISSARY OF THE SUN

Starting at 14th level, when you use *Embrace Radiance*, you partially become fire itself, and you are under the effect of *investiture of flame*.

Additionally, you can expend two uses of wildshape to grow wings of flame, taking on a phoenix-like form and gaining a fly speed of 30 feet in addition to the rest of the effects.



## CIRCLE OF THE SUN 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 their Radiant shape.

d6	Quirk
1	You have a strong, rational, dislike of the dark.
2	Guilt <i>can</i> be tested by fire.
3	You distrust any race with sunlight sensitivity. They are hiding something.
4	Fire is a part of the life cycle of forests. More things could take notes.
5	You oft give praise to the sun, and it's enviable gross incandescence.
6	Your hair acts like fire when you cast fire spells

## CHANGE LOG

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