

CIRCLE OF THE NIGHT

Druids of the Circle of the Night work to understand both nature and civilization. They exist to keep the balance of nature within the places that nature has long been driven from - at least in the eyes of those creatures that live in them. But nature knows no bounds, and no place is beyond its reach. And wherever benign nature stretches its influence, so too does the dark, beastly wildness hold sway.

CITY SHAPE

When you take this archetype at 2nd level, you gain the ability to use your Wild Shape to better suit your more urban needs.

When you use your Wild Shape feature, you can choose to shift into a cat, raven, rat, frog, or spider, even if normally unable to. These animals are called your Circle Forms, as they are specific forms granted by your choice of Circle. When you shift into one of these Circle Forms, you gain the following benefits:

- You may still speak, though your voice is noticeably changed. You might croak in frog form, or be nearly inaudible in spider form. This prevents you from casting spells or using the command phrases of magical objects.
- You may stay in your Circle Form for a number of extra hours equal to half your proficiency bonus (rounded down).
- Your Circle forms deal 1 damage regardless of the damage you would normally do in that form.
- You may choose to go unconscious when brought to 0 hit points and remain in your Circle form for up to 1 minute. You do not make death saving throws until this time ends and you return to your original form.

WATCHER'S PURSUIT

At 2nd level, you gain the skills necessary to pin down opponents in combat. When an opponent provokes an attack of opportunity from you, as part of your reaction you can move up to your speed to follow the creature. You must end this movement within 5 feet of the creature, or as close as you can with your movement speed. You may choose to either attack at the beginning or end of this movement.

Additionally, you can use your Circle Forms to better track creatures through urban sprawl and other environments. You have advantage on any checks made to track creatures while you are shapeshifted into one of your Circle Forms.

SPELLS OF THE TRADE

At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to your duty. You also learn the *mage hand* cantrip if you do not already know it.

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. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

NIGHT

Druid Level Circle Spells

3rd	<i>blur, see invisibility</i>
5th	<i>dispel magic, gaseous form</i>
7th	<i>dimension door, locate creature</i>
9th	<i>Bigby's hand, mislead</i>

EYES IN THE NIGHT

At 6th level, all of your Circle forms have the range of their primary vision extended by 30 feet. If a Circle form does not normally have darkvision, blindsight, or tremorsense, it gains darkvision out to 30 feet.

The primary vision of any of your Circle forms is always either blindsight or tremorsense. If your Circle form has both, whichever of the two has the longest sight range is considered to be that form's primary vision.

EXTRA ATTACK

Starting at 6th level, you may attack twice, instead of once, when you take the Attack action on your turn.

THIEFTAKER

Beginning at 10th level, your work has led you to study methods of locking down fleeing enemies. As an action, you may cast *polymorph* on one creature that you can sense within 60 feet, without using a spell slot. This version of *polymorph* only allows you to transform creatures into very sickly versions of your normal Circle forms, which are considered incapacitated while polymorphed. This lasts for 1 minute, or until you lose concentration.

This ability affects shapechangers and lycanthropes as normal, even if they would normally be immune to the *polymorph* spell. However, these creatures gain advantage on the saving throw against this ability. You may use this ability a number of times equal to half your Wisdom modifier (rounded up), with spent uses recharging after a long rest.

CONSTANT VIGIL

At 14th level, your druidic magic has settled permanently into your being. You gain the increased senses of your Circle forms even while not in Wild Shape; you choose which form's senses to gain at the end of each short rest. When you do so, you gain that form's primary vision, as well as any perception-based abilities it has (such as Keen Smell for the cat).

Additionally, you may now take the Dash or Dodge actions as a bonus action on your turn. You may also use your Wild Shape feature as a bonus action, but only to transform into your Circle forms.

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