

Druid Circle of the Broken

Homebrew by Alex and Quinn Schulte from [A Couple of Characters](#).

Druids of the Circle of the Broken have been corrupted. Their order is secret, and a druid of the Broken may never meet another druid of their circle, and if they do, they may not know that they are both of this circle. Other druids despise the Circle of the Broken, viewing their corruption as an affront to the druidic life. The Circle of the Broken haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Corrupted Wild Shape

Original Source: Wild Shape, Druid (PHB).

Starting at 2nd level, you can use your action to magically assume the shape of dragons and monstrosities that you have seen before, in addition to beasts (see the Corrupted Wild Shape Forms Table for some examples). Talk with your DM about which creatures you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the creatures you can transform into (see the Creature Shapes Table).

You can stay in a creature shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game stats are replaced by the stats of the creature but you retain your alignment, personality, Intelligence score, Wisdom score, and Charisma score. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the creature's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your creature form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source, and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Creature Shapes Table

Original Source: Beast Shapes, Druid (PHB).

Druid Level. Max CR. Limitations.

Level 2. CR 1/4. No flying or swimming speed.

Level 4. CR 1/2. No flying speed.

Level 8. CR 1. None.

Combat Wild Shape

Original Source: Combat Wild Shape, Circle of the Moon (PHB).

At 2nd level, you can use your Wild Shape as a bonus action instead of an action. You may also expend a spell slot as a bonus action while in your Wild Shape to regain 1d8 hit points per level of the spell slot expended.

Circle Forms

Original Source: Circle Forms, Druid Circle of the Moon (PHB).

You get this feature at 2nd level, and it is identical to the Combat Wild Shape feature from the Circle of the Moon in the Player's Handbook.

At 2nd level, you can transform into a creature to with a challenge rating as high as 1, ignoring the Max CR column of the Creature Shapes Table while still following the other limitations.

When you reach 6th level, you can transform into a creature with a challenge rating as high as your druid level divided by 3, rounded down.

Monstrous Soul

Original Source: Bestial Soul, Barbarian Path of the Beast (TCE).

At 6th level, your attacks in creature form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish a short or long rest:

- You gain a swimming speed equal to your walking speed, and you can breathe underwater.
- You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.
- You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes.

Monstrous Hide

Original Source: Adamantine Hide, Druid Circle of the Forged (EE).

At 10th level, while you are transformed by Wild Shape, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, you gain the ability to use Wild Shape as a reaction when you take damage, and the damage from that attack is applied to the hit points of your transformed form. The creature you transform into with this reaction must be a dragon or monstrosity.

Thousand Forms

Original Source: Thousand Forms, Druid Circle of the Moon (PHB).

At 14th level, you can cast the Alter Self spell at will.

Corrupted Wild Shape Forms Table

In addition to beats, you are able to assume the form of dragons and monstrosities you have seen before. Below lists some examples of beasts and monstrosities at each challenge rating. The source book for each creature is listed in parentheses. If none is listed, the source is the Monster's Manual (MM).

Creature. Type. Challenge Rating.

Pseudodragon. Dragon. 1/4.

Amphisbaena (MOT). Monstrosity. 1/2.

Cockatrice. Monstrosity. 1/2.

Darkmantle. Monstrosity. 1/2.

Rust Monster. Monstrosity. 1/2.

Worg. Monstrosity. 1/2.

Brass Dragon Wyrmling. Dragon. 1.

Copper Dragon Wyrmling. Dragon. 1.

Death Dog. Monstrosity. 1.

Harpy. Monstrosity. 1.

Hippogriff. Monstrosity. 1.

Ankheg. Monstrosity. 2.

Black Dragon Wyrmling. Dragon. 2.

Bronze Dragon Wyrmling. Dragon. 2.

Carrion Crawler. Monstrosity. 2.

Centaur. Monstrosity. 2.

Ettercap. Monstrosity. 2.

Green Dragon Wyrmling. Dragon. 2.

Grick. Monstrosity. 2.

Griffon. Monstrosity. 2.

Merrow. Monstrosity. 2.

Silver Dragon Wyrmling. Dragon. 2.

White Dragon Wyrmling. Dragon. 2.

Basilisk. Monstrosity. 3.

Blue Dragon Wyrmling. Dragon. 3.

Doppelganger. Monstrosity. 3.

Gold Dragon Wyrmling. Dragon. 3.

Manticore. Monstrosity. 3.

Minotaur. Monstrosity. 3.

Owlbear. Monstrosity. 3.

Winter Wolf. Monstrosity. 3.

Lamia. Monstrosity. 4.

Red Dragon Wyrmling. Dragon. 4.

Banderhobb (MPMM). Monstrosity. 5.

Bulette. Monstrosity. 5.

Catoblepas (MPMM). Monstrosity. 5.

Gorgon. Monstrosity. 5.

Roper. Monstrosity. 5.

Chimera. Monstrosity. 5.

Drider. Monstrosity. 5.

Medusa. Monstrosity. 6.

Wyvern. Dragon. 6.

Young Brass Dragon. Dragon. 6.

Young White Dragon. Dragon. 6.

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If you play a character using the circle of the broken, let us know how it went by e-mailing us at acoupleofcharacterpod@gmail.com.

Sources

EE = [Exploring Eberron](#).

MPMM = [Mordenkainen Presents: Monsters of the Multiverse](#).

MOT = [Mythic Odysseys of Theros](#).

PHB = [Player's Handbook](#).

TCE = [Tasha's Cauldron of Everything](#).

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