



DRUID: CIRCLE OF THE WEIRD (2014/5e)

A vast array of aberrations and creatures of unknowable origin live throughout the astral sea. These bizarre creatures often bring nothing but madness and horror to other creatures across the multiverse. Many Druids consider these abominations an affront to nature, and will even go to war with them despite being generally neutral. However, Druids of the Circle of the Weird have discovered some sort of enlightenment suggesting that even aberrations have a place in the cosmic cycle.

Circle of the Weird Features

Druid Level	Feature
2nd	Circle Spells, Aberrant Forms, Strange Transformation
6th	Alien Mind
10th	Strange Transformation Improvement
14th	Bizarre Ray

LEVEL 2: CIRCLE SPELLS

Your study of aberrations and the strange magics that surround them grants you access to certain spells. When you reach a Druid level specified in the Circle of the Weird Spells Table, you thereafter always have the listed spells prepared.

Circle of the Weird Spells

Druid Level	Feature
2	<i>Bane, Detect Evil and Good</i>
3	<i>Detect Thoughts, Ray of Enfeeblement</i>
5	<i>Hypnotic Pattern, Sending</i>
7	<i>Black Tentacles, Confusion</i>
9	<i>Cloudkill, Telekinesis</i>



LEVEL 2: ABERRANT FORMS

When you assume a Wild Shape form, you can choose to take on one of the traits below. You can choose the trait or determine it randomly.

d6 Aberrant Forms Appearance

- | | |
|---|--|
| 1 | The beast's skin appears slightly translucent, and its organs emit a faint glow. |
| 2 | The beast has 2d4 extra legs. |
| 3 | The beast's eyes stick out of its head on eye stalks. |
| 4 | The beast's mouth is replaced with a mass of tentacles. |
| 5 | The beast's face is replaced with a large, gaping maw. |
| 6 | The beast's brain appears exposed. |

When you use this feature, you are considered an Aberration for the duration of your Wild Shape rather than a Beast, and you have Resistance to Psychic damage for the same duration.

LEVEL 2: STRANGE TRANSFORMATION

You gain the ability to alter your body in strange and frightening ways. As a Bonus Action, you can expend a use of your Wild Shape feature to gain a trait inspired by one of the following monsters. This trait lasts for 10 minutes. It ends early if you dismiss it (no action

required), are incapacitated, die, or use this feature again.

Beholderkin. A pair of eye stalks emerge from your forehead. While the eye stalks last, you have **Blindsight** within a range of 20 feet. Additionally, you have **Advantage** on Wisdom (**Perception**), Wisdom (**Insight**), and Intelligence (**Investigation**) checks.

Illithid. Strange tentacles grow from your body. When you summon the tentacles, and as a Bonus Action on subsequent turns while they last, you can use one to make a melee spell attack against a creature you can see within 10 feet of you. On a hit, the attack deals Psychic damage equal to 1d6 + your Wisdom modifier.

Star Spawn. Your body turns into a mass of writhing worms. At the start of each of your turns, you gain 1d6 + your Wisdom modifier **Temporary Hit Points**. If a creature fails its saving throw against a Druid spell you cast, this feature grants you 1d6 additional Temporary Hit Points at the start of your next turn.



LEVEL 6: ALIEN MIND

Your exposure to aberrant magic has altered your mind. As a Bonus Action, you can form a psychic link between your mind and the mind of another creature you can see within 60 feet of you. You and the chosen creature can speak telepathically with each other while you two are within a number of miles of each other equal to your Wisdom modifier (minimum of one mile). To understand each other, you and the chosen creature must share a language.

The telepathic link lasts for a number of hours equal to your Druid level. It ends early if you are **Incapacitated** or die, or if you use this ability to form a connection with a different creature.

If a linked creature is within 60 feet of you when you take Psychic damage, you can take a Reaction to reduce that damage by 3d6. The linked creature then takes Psychic damage equal to the number rolled, and the link is broken. Once you use this Reaction, you cannot form another telepathic link with this feature until you finish a **Long Rest**.

LEVEL 10: STRANGE TRANSFORMATION IMPROVEMENT

The alterations provided by your Strange Transformation feature improve. The D6s of your Illithid and Star Spawn forms become 2d6, and the **Blindsight** range from your Beholderkin form increases to 40 feet.

Additionally, the first time that you use your Strange Transformation feature after a **Short** or **Long Rest**, it does not expend a use of your Wild Shape feature.

LEVEL 14: BIZARRE RAY

You have learned the secrets of beholder magic, and gain the ability to fire strange rays of magic that disorient your foes. As a Bonus Action, you can fire one random Bizarre Ray at a creature you can see within 60 feet of you. Your Telekinetic Ray can also target an object that you can see within 60 feet of you. The save DC equals your spell save DC.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses after a **Long Rest**.



d6 Bizarre Ray

- 1 **Daze Ray.** The target must succeed on a Wisdom saving throw or be **Charmed** by you for 1 minute. While the target is charmed in this way, its Speed is halved, and it has **Disadvantage** on **Opportunity Attacks**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 2 **Stunning Ray.** The target must succeed on a Constitution saving throw or be **Stunned** until the end of your next turn. You cannot use this ray on a creature that is already stunned.
- 3 **Fear Ray.** The target must succeed on a Wisdom saving throw or be **Frightened** of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 4 **Draining Ray.** The target must make a Constitution saving throw. On a failed save, the target takes 2d10 Lightning damage, and you regain Hit Points equal to the damage dealt.
- 5 **Enervation Ray.** The target must make a Constitution saving throw, taking 4d8 Necrotic damage on a failed save, or half as much damage on a successful one.
- 6 **Telekinetic Ray.** If the target is a creature, it must make a Strength saving throw. On a failed save, you can move it up to 30 feet in any direction. If the target is an object weighing less than 300 pounds that isn't being worn or carried, you can move it up to 30 feet in any direction.

This work is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.