

CIRCLE OF HELL

These druids have grown in the proximity of the infernal realms, or have been thought by mentors who have. The unique form of magic and corruption that seeps from this place has imbued them, allowing them to change their form to assume a more fiendish one. Charging first on the battlefield, wreathed in flames, these druid aggressive fighting method is similar to that of the spawns of hell that they fight against.

CIRCLE SPELLS

Your connection to the hells and your ability to tap into the fire and brimstone of that realm grants you access to certain spells. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Hell spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Spells on this list are considered druid spells for you.

Druid level	Circle Spells
2	<i>firebolt, hellish rebuke</i>
3	<i>scorching ray, command</i>
5	<i>fireball, fear</i>
7	<i>fire shield, compulsion</i>
9	<i>flamestrike, geas</i>

BRIMSTONE TRANSFORMATION

At 2nd level, you can expend one use of your Wild Shape to conjure the powers of hell, your form changes assuming one that resembles devils, you gain the following benefits:

- You gain resistance to fire and poison damage
- Your teeth prolong into claws and your teeth grow into fangs. These are considered natural weapons that deal 1d8 piercing (fangs) or slashing (claws) damage on a hit. You can use your Wisdom modifier, instead of Strength, for the attack and damage rolls made with these weapons. Once on each of your turns when you damage a creature with these weapons, you regain a number of hit points equal to your Wisdom modifier, provided you have less than half your hit points when you hit.
- While you are within 5 feet of a hostile creature of CR 1/4 or higher, and are not wearing heavy armor, you gain a bonus to your AC equal to your Wisdom modifier.

These benefits last for 10 minutes, or until you use your Wild Shape again or fall unconscious.

FIENDISH INFLUENCE

Also at 2nd level, your time close to hellish energy has given you an unnatural charm. You can add your Wisdom modifier to any Charisma (Persuasion) or Charisma (Intimidation) check that you make.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.



DEVILISH FURY

At 10th level, you learn how to unleash the full might of your powers. When you use your Brimstone Transformation the damage from your fangs and claws now becomes 2d8 piercing and slashing damage respectively. In addition you grow a pair of leathery devil wings, giving you a flying speed of 30 feet until the transformation ends.

RIFT THROUGH HELL

As an action you can summon part of hell on the land upon which you walk. For 1 minute, the ground in a 300-foot-radius cylinder that has no upper limit around you becomes charred and corroded. Each creature of your choice in the cylinder must succeed at a Dexterity saving throw against your spell save DC at the start of each of their turns, catching fire on a failure. A creature that catches fire takes 2d12 fire damage at the start of each of its turns, until it uses an action to extinguish the flames. In addition strikes that you make with the natural weapons from your Brimstone Transformation deal an additional 2d8 fire damage on a hit.

While you are in the cylinder, you have immunity to fire damage, and the first time you should fall to 0 hit points or lower while inside, the fiendish energy surrounding you comes to your aid, you fall to 1 hit point instead.

Once you use this feature, you can't use it again until you finish a long rest.