

# Circle of Steel - 5E Druid Subclass

By Nines, V1.0

## The Inevitable March of Progress

All things in nature must struggle, transform, and adapt to survive. Why should the druidic ways be any different? The traditions of old have served us well, but we cannot cling to them if they no longer serve us. If we wish to see the future, we must be prepared to accept that future, whatever it holds.

## Subclass Features

### Steelshaper

Starting when you join this circle at 2nd level, you gain proficiency in heavy armor, and you gain proficiency with one martial weapon of your choice. You also ignore the traditional druidic restrictions on equipment made of metal.

As a bonus action, you can touch a nonmagical metal object of size Medium or smaller that is not being worn or held, transforming it into any weapon or armor you have proficiency in. You can also don armor created this way as part of the same bonus action. Objects created in this way revert to their previous form when you take a long rest.

### Metal Claw

Also starting at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. In addition, armor and weapons you're wearing or holding reshape themselves to fit when you use your Wild Shape to transform into a beast. Finally, your beast form gains your armor and weapon proficiencies, and can use your attack modifier instead of its own for its weapon attacks.

### Evolved Tradition

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, when you take an action that is part of a spell, such as *call lightning* or *flame blade*, you can make one weapon attack as a bonus action.

### Iron Blood

At 10th level, metal permeates your very being, strengthening your animal shapes. When you enter a beast form, you gain temporary Hit Points equal to 2x your Druid level. In addition, while you are in your beast form, you gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Wisdom modifier (minimum of +1).

### Organometallic Nature

At 14th level, your connection with nature allows you to integrate organic capabilities into your equipment. Choose one of the following abilities. You can change your choice after a long rest.

- **Natural Defense:** Thorny, metallic spikes grow from your armor. If a creature within 5 feet of you hits you with a melee attack while you are wearing armor, the creature takes 1d12 piercing damage.
- **Natural Weapon:** Stiff, chitinous hairs bristle from your weapons. Once per turn, when you hit a creature with a weapon attack, you can release a cloud of irritants from your weapon, forcing the target to make a Constitution saving throw against your Druid save DC. On a failed save, the creature is blinded until the start of your next turn.

This subclass is also available on DnDBeyond here:

<https://www.dndbeyond.com/subclasses/972166-circle-of-steel>

Art Credit

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