

DRUID CIRCLE OF THE SUN

The Circle of the Sun is embraced by druids who are active in purging darkness from the world. Channeling the warmth and radiance of the sun, the Circle of the Sun is an aggressive magic-heavy druid subclass designed for offensive firepower with a few supporting boons.

BONUS CANTRIP

When you choose this circle at 2nd level, you gain the *Fire Bolt* cantrip. It counts as a druid cantrip for the purposes of spellcasting.

NATURAL RECOVERY

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

CIRCLE SPELLS

Your mystical connection to the sun infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to the following spells (which you always have 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):

Druid Level Spells

3rd	<i>Faerie Fire, Scorching Ray</i>
5th	<i>Daylight, Flame Blade</i>
7th	<i>Fireball, Fire Shield</i>
9th	<i>Conjure Elemental (Fire), Flame Strike</i>

LIGHT IN THE DARKNESS

Starting at 6th level, you radiate the light of the sun even when the sun is gone. While in beast shape you may emit a radiant light (you gain the effect of the Light cantrip as long as you wish), and add 1d6 fire or radiant damage to all of your beast shape attacks.

ILLUMINATING LIGHT

Starting at 10th level, your abilities improve when in natural light. You gain resistance to all fire and radiant damage, and gain advantage on Perception (Wisdom) checks made in lighted areas.

HEIGHT OF DAY

Starting at 14th level, your power rises as the sun grows in strength, unleashing itself at midday. While the sun is shining (from sunrise to sunset) your hit points and the hit points of any wild shape you enter increase a number of hit points equal to your druid level.

When the sun reaches its zenith, you also gain advantage on all attacks for 1 minute (when the sun is at its highest point), and deal maximum damage when dealing damage. This damage counts as either Fire or Radiant damage (your choice) for that minute.