

DRUIDS OF THE PLANES

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A COMPLETE GUIDE TO CREATING DRUIDS HAILING FROM ACROSS THE D&D COSMOS, INCLUDING ADJUSTMENTS TO EXISTING CIRCLES AND 11 ALL NEW CIRCLES WITH ORIGINS IN DIFFERENT PLANES OF EXISTENCE.



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ON THE COVER

Darkahr the obscure, a Githzerai Druid from wild places of *The One In The Void* floating in the astral sea, summons a powerful astral being to steal the minds of his enemies.

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DRUIDS OF THE PLANES

All current druid circles have one element in common: they originate from and are tied to the natural powers of the prime material plane. But what if a druid came from another plane – what if they were a native of Shadowfell, or Celestia, or even the Astral Sea? The nature of the “nature” they would attune to and draw on for their power would be distinctly different. How would that affect their abilities, strengths, and weaknesses? The *Druids of the Planes* supplement is designed to close that gap, allowing players to create and play unique and flavorful druid characters from any plane of existence in the D&D cosmos.

How to Use This Title

There are two main sections to *Druids of the Planes*: the first details on how to adapt existing circles (like the Circle of The Moon or Circle of Spores) to a character from another plane, for instance a Shadar-Kai Druid from the Shadowfell or a Gith Druid from the Astral Sea.

This section will include adjustments to circle spells, updates to the lists of creature that can be targeted by druid spells or abilities (like wild form or conjuring spells) based on what wildlife is native to that plane, how to adjust existing druid spells to reflect the druid’s plane of origin, and any other adaptations that are appropriate for your character considering the environment they come from, all organized by plane. Think of these as a menu of options that you can use to customize your character and give them the ‘flavor’ of their plane. You can use as much – or as little – as you like depending on your tastes and your group’s style of gameplay.

The second section includes eleven all new cosmic druid circles, each rooted in the unique nature and magic of a specific plane. Not only does each of these eleven circles add flavor from their corresponding plane to your character, they also add a specific and cohesive strategy for gameplay that adds to you and your group’s bag of tricks for approaching encounters – all while staying true to the traditional role of Druids as versatile support, area control, and summoning casters.

With this supplement, we hope that you can expand the scope and range of your Druid characters, bringing in new and versatile options that will allow you to play (and roleplay) with a renewed sense of purpose, role, and place.



ADAPTING EXISTING CIRCLES

This section focuses on easy adaptations you can use to give a druid character from any of the current official circles a 'realistic' flavor of their plane of origin. These adaptations include circle spells, creature lists, adjustments to the effects of current spells, and other modification, which are organized by plane of origin.

Circle Spells

The tables below list optional circle spells that reflect a druid's origin. They can be used to replace one or both of your character's regular circle spells at the discretion of your GM.

UNDERDARK

Druid Level	Circle Spells
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3rd	<i>Darkness, Spider climb</i>
5th	<i>Counterspell, Magic Circle</i>
7th	<i>Greater invisibility, Sickening Radiance</i>
9th	<i>Contagion, Cloudkill</i>

SHADOWFELL

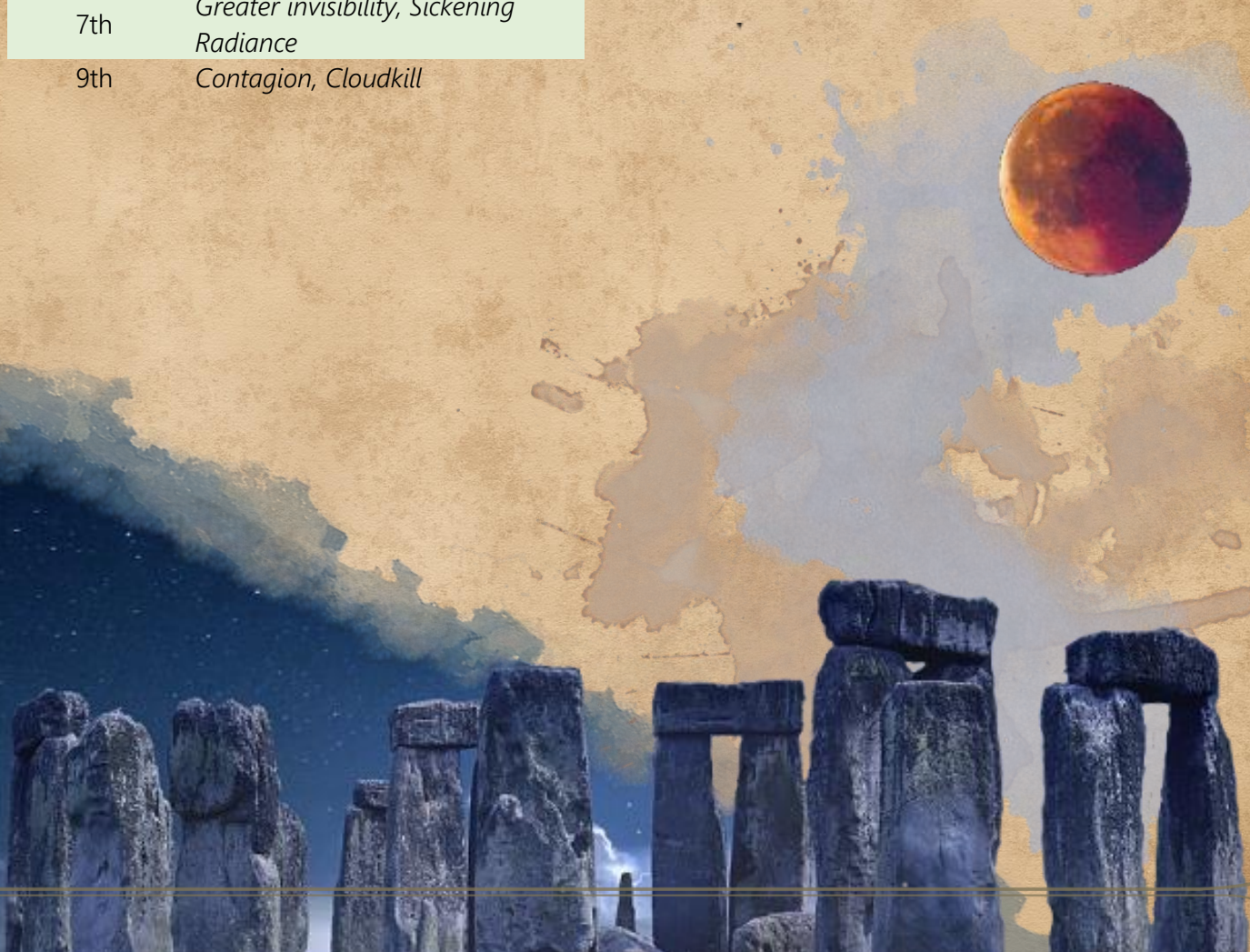
Druid Level	Circle Spells
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3rd	<i>Phantasmal Force, Blur</i>
5th	<i>Summon Shadowspawn, Phantom Steed</i>
7th	<i>Shadow of Moil, Fabricate</i>
9th	<i>Creation, Negative Energy Flood</i>

FEYWILD

Druid Level	Circle Spells
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3rd	<i>Misty Step, Suggestion</i>
5th	<i>Hypnotic Pattern, Major Image</i>
7th	<i>Compulsion, Confusion</i>
9th	<i>Dominate Person, Seeming</i>



ELEMENTAL PLANES

Druid Level Circle Spells

3rd	<i>Dragon's Breath, Heat Metal</i>
5th	<i>Elemental Weapon, Fireball</i>
7th	<i>Summon Elemental, Fire Shield</i>
9th	<i>Wall of Ice, Cone of Cold</i>

ASTRAL SEA

Druid Level Circle Spells

3rd	<i>Mind Spike, Detect Thoughts</i>
5th	<i>Nondetection, Intellect Fortress</i>
7th	<i>Ego Whip, Banishment</i>
9th	<i>Modify Memory, Synaptic Static</i>

ETHEREAL PLANE

Druid Level Circle Spells

3rd	<i>Blur, Silence</i>
5th	<i>Blink, Gaseous Form</i>
7th	<i>Arcane Eye, Dimension Door</i>
9th	<i>Contact Other Plane, Far Step</i>

UPPER PLANES

Druid Level Circle Spells

3rd	<i>Spiritual Weapon, Enhance Ability</i>
5th	<i>Beacon in Hope, Spirit Guardians</i>
7th	<i>Aura of Purity, Guardian of Faith</i>
9th	<i>Skill Improvement, Circle of Power</i>

LOWER PLANES

Druid Level Circle Spells

3rd	<i>Scorching Ray, Flock of Familiars</i>
5th	<i>Summon Lesser Demons, Spirit Shroud</i>
7th	<i>Summon Greater Demon, Fire Shield</i>
9th	<i>Tasha's Otherworldly Guise, Infernal Calling</i>

MECHANUS

Druid Level Circle Spells

3rd	<i>Arcane Lock, Calm Emotion</i>
5th	<i>Lesser Restoration, Dispel Magic</i>
7th	<i>Freedom of Movement, Summon Construct</i>
9th	<i>Greater Restoration, Animate Objects</i>

FAR REALM

Druid Level Circle Spells

3rd	<i>Crown of Madness, Nystul's Magic Aura</i>
5th	<i>Enemies Abound, Fear, Hunger of Hadar</i>
7th	<i>Phantasmal Killer, Evard's Black Tentacles</i>
9th	<i>Summon Aberation, Dominate Person</i>





Creature Lists

While many Druid spells and abilities target Beasts or Fey, They may not make up a part of an extraplanar environment. Below are lists of creatures native to the plane that can be substituted for or supplement beasts or fey for spells that target or summon beasts (Conjure Animals, Beast Sense, Animal Friendship, Conjure Fey, etc.) or abilities that include beasts (wild shape).

As a general rule, creatures with an intelligence of less than six would be treated as beasts, whereas humanoids and creatures with an intelligence greater than six would be treated as a Fey. Feel free to also use creatures of a similar type beyond those listed.

UNDERDARK

Beasts

CR Level	Creature Name
1/8	Neogi Hatchling
1/8	Young Kruthik
1/4	Male Steeder
1/2	Darkmantle
1/2	Gas Spore
1/2	Gazer

1/2	Gray Ooze
1/2	Piercer
1/2	Rust Monster
1	Choker
1	Female Steeder
2	Carriion Crawler
2	Gargoyle
2	Gelatinous Cube
2	Gibbering Moulder
2	Grick
2	Mimic
2	Ochre Jelly
3	Cave Fisher
3	Flail Snail
3	Hooked Horrors
3	Trapper
4	Black Pudding
4	Chuul
5	Kruthik Hive Lord
5	Otyugh
5	Roper
7	Grick Alpha
7	The Lost
9	The Lonely

Fey

CR Level	Creature Name
1/8	Flumph
1/4	Drow
1/4	Grimlock
1/4	Kuo-toa
1/4	Troglodyte
1/2	Chitine
1/2	Deep Gnome
1/2	Firenewt Warrior
1/2	Myconid
1	Druerger
1	Druerger Soulblade
1	Firenewt Warlock of Imix
1	Kuo-tao Whip
2	Adult Kruthik
2	Druerger Kavalrachni
2	Druerger Mind Master

2	Duergar Stone Guard
2	Duergar Xarrorn
2	Myconid Sovereign
2	Nothic
2	Quaggoth
2	Yuan-ti Broodguard
3	Choldrith
3	Derro Savant
3	Grell
3	Neogi
3	Slithering Tracker
3	Quagoth Thonot
4	Bone Naga
4	Flameskull
4	Neogi Master
4	Yuan-ti Whisperer
4	Yuan-ti Nightmare Speaker
5	Adult Oblex
5	Drow Elite Warrior
5	Mindwitness
5	Umber Hulk
5	Yuan-ti Pit Master
6	Drider
6	Duergar Warlord
6	Kuo-toa Archpriest
7	Drow Mage
7	Venom Troll
8	Cloaker
8	Drow Priestess of Lolth
8	Fomorian
8	Spirit Naga
9	Drow House Captain
9	Gloom Weaver

1/2	Reflection
1/2	Shadow
1	Boneless
1	Strahd Zombie
2	Drowned Blade
2	Ogre Zombie
2	Shadow Mastiff
3	Drowned Ascetic
3	Mummy
3	Sword Wraith Warrior
3	Vampiric mist
4	Zombie Swarm Spreader
5	Greater Zombie
5	Skeletal Juggernaut
5	Spawn of Kyuss
5	Vampiric Mind Flayer
6	Zombie Clot
8	Gnoll Vampire
8	Nosferatu
9	Shadow Horror

SHADOWFELL

Beasts

CR Level	Creature Name
1/4	Ash Zombie
1/4	Gnoll Witherling
1/4	Skeleton
1/4	Yellow Musk Zombie
1/4	Zombie
1/2	Death's Head



Fey

CR Level	Creature Name
1/4	Returned Drifter
1	Skulk
1	Aquatic Ghoul
1	Ghoul
1	Meazel
1	Returned Sentry
1	Specter
2	Ghast
2	Poltergeist
2	Will-o'-Wisp
3	Deathlock Wight
3	Flitterstep Eidolon
3	Phantom Warrior
3	Wight
4	Banshee
4	Deathlock
4	Drowned Assassin
4	Ghost
4	Returned Kakomantis
4	Returned Palamnite
5	Allip
5	Coldlight Walker
5	Ghostblade Eidolon
5	Revenant
5	Shadowghast
5	Vampire Spawn
5	Wraith
6	Bodach
6	Gallows Speaker
7	Nechricor
7	Shadow Dancer
8	Deathlock Mastermind
8	Sword Wraith Commander
9	Drowned Master
9	Jiangshi
9	Phylaski

FEYWILD

Beasts

CR Level	Creature Name
1/4	Blink Dog
2	Faerie Dragon
3	Displacer Beast
4	Yeth Hound
9	Treant

In addition to the added Fey creatures, any beasts summoned by a Fey Druid is awakened.

ELEMENTAL PLANES

Beasts

CR Level	Creature Name
1	Fire Snake
1	Galvanice Weird
2	Four-armed Gargoyle
2	Gargoyle
3	Flail Snail
4	Blistercoil Weird
5	Air Elemental
5	Earth Elemental
5	Fire Elemental
5	Water Elemental
7	Fluxcharger
8	Frost Salamander

Fey

CR Level	Creature Name
0	Chwinga
1/4 - 1/2	Mephit
1/2	Magmin
2	Azer
3	Water Weird
5	Salamander
5	Xorn
6	Galeb Duhr
6	Invisible Stalker
7	Elemental Myrmidon



ASTRAL SEA

Beasts

Beasts of fey summoned by a Druid from the Astral sea gain the **Magic Resistance** trait.

Fey

CR Level	Creature Name
2	Gthzerai Monk
3	Githyanki Warrior
6	Githzerai Zerth
8	Githyanki Knight

ETHEREAL PLANE

Beasts

CR Level	Creature Name
3	Phase Spider

Druids from Ethereal Plane can use their bonus action to cause a summoned Beasts or Fey to shift to the ethereal plane. They can then use their action at any time while the spell is still active to shift it back in a place they can see within 90 feet.

UPPER PLANES

Beasts

CR Level	Creature Name
2	Pegasus
4	Winged Bull
4	Winged Lion
5	Felidar
5	Unicorn

Fey

CR Level	Creature Name
4	Couatl
5	Holyphant
5	Battleforce Angel

LOWER PLANES

Beasts

CR Level	Creature Name
1/8	Manes
1/4	Abyssal Chicken
1/4	Abyssal Wretch
1/4	Dretch
1/2	Nupperibo
1	Maw Demon
1	Quasit
1	Vargouille
2	Rutterkin
3	Hellhound
4	Merregon
5	Balgura
5	Hellwasp
5	Mezzoloth
6	Chasme
7	Dhergoloth
8	Canoloth
8	Hezrou
8	Howler
8	Shoosuva

Fey

CR Level	Creature Name
1/2	Cackler
1	Imp
2	Spined Devil
3	Bearded Devil
3	Bulezau
3	Merrenoloth
3	Nergaliid
3	Nightmare
4	Babau
4	Barghest
4	Chardalyn Berserker
4	Dybbuk
4	Gnoll Fang of Yeenoghu
4	Incubus
4	Succubus
5	Barbed Devil

5	Cambion
5	Tanarukk
6	Eater of Hope
6	Vrock
6	White Abishai
7	Armanite
7	Black Abishai
7	Draegloth
7	Maurezhi
8	Chain Devil
8	Relentless Slasher
9	Bone Devil
9	Glabrezu
9	Hydroloth
9	Nycaloth



MECHANUS

Beast

CR Level	Creature Name
1/8	Monodrone
1/4	Duodrone
1/2	Tridone
1	Bronze Scout
1	Quadrone
1	Terracotta Warrior
2	Pentradone
3	Snow Golem
4	Iron Cobra
4	Stone Defender
5	Flesh Golem
5	Lightening Golem
5	Oaken Bolter
9	Clay Golem

Fey

CR Level	Creature Name
1	Scarecrow
4	Helmed Horror
7	Shield Guardian

FAR REALM

CR Level	Creature Name
1/8	Slaad Tadpole
1/2	Gazer
1/2	Gnome Squidling
1	Choker
2	Gingwatzim
2	Sharkbody Abomination
3	Flying Horror
4	Chaos Quadrapod
4	Chuul
5	Otyugh
5	Red Slaad

Fey

CR Level	Creature Name
1/4	Ixitxachitl
1/4	Ixitxachitl Cleric
1/4	Star Spawn Grue
1/2	Dolgrim
2	Intellect Devourer
2	Vampiric Ixitxachitl
3	Dolgaunt
3	Spectator

5	Gnome Ceremorph
5	Mindwitness
5	Starspawn Mangler
6	Gauth
7	Mind Flayer
7	Tsucora Quori
7	Woe Strider
8	Green Slaad
8	Mind Flayer Arcanist
8	Mind Flayer Psion
9	Gray Slaad
9	Hashalaq Quori
9	Ilitharid

Adjustments to Spells

Notoriously slippery and masters of the second chance, Quicksilver Rogues are highly prized for their ability to disappear and reappear in impossibly secure locations. Even after the worst has already happened, they have a knack for coming out on top and pulling off the job.

Thorn Whip

Underdark: The whip appears like razor sharp fungal filaments, and the damage is slashing.

Shadowfell: In addition to the normal effects, the spell deals necrotic damage and the target has disadvantage on saving throws against being frightened until the end of its next turn.

Feywild: In addition to the normal effects, the target has disadvantage on saving throws against being charmed until the end of its next turn.

Elemental Planes: The whip has the appearance of and deals the damage of the elemental type of your choice (fire, cold, lightning, acid).

Astral Sea: The whip is a tendril of pure astral energy, and deals psychic damage instead of piercing.

Ethereal Plane: The whip is a tendril of ether, and deals force damage instead of piercing. Target gets a -1 penalty to wisdom saves until the end of their next turn.

Upper Planes: The whip gives off a glow of dim light for ten feet, and deals radiant damage.

Lower Planes: The whip deals necrotic damage, has -1 to hit, and a 19-20 is a critical hit.

Mechanus: +1 to hit against chaotically aligned targets.

Far Realm: The whip is an inky black tentacle, and deals cold damage instead of piercing.



Beast Spells

Spells that either target or conjure beasts, (including **Animal Friendship**, **Beast Bond**, **Speak with Animals**, **Animal Messenger**, **Beast Sense**, **Locate Animals or Plants**, **Conjure Animals**, **Dominate Beast**, and **Awaken**) can additionally target or conjure any creature on your plane's beast list. For conjuring, if your plane's beast list is very extensive, your DM may decide that you can exclusively summon those creatures instead of beasts.

For **Animal Messenger**, you may transport that creature to a random location on your plane of origin as a free action at the beginning of the spell if you choose. If you are from the ethereal or astral planes, They arrive at any location you give in the material plane in 1d12 turns.

Elemental Energy Spells

For spells that use a list of elemental damage types (like **Absorb Elements**, **Elemental Weapon**, **Protection from Energy**, **Elemental Bane**, and **Primordial Ward**) You may add the following energy types for Druids from the given planes:

Shadowfell & Lower Planes: Necrotic

Far Realms & Astral: Psychic

Feywild & Underdark: Poison

Ethereal & Mechanus: Force

Upper Planes: Radiant

Entangle

The nature of the undergrowth may manifest differently depending on the Druid's plane of origin.

Underdark: Spell sprouts an Umbral Banyan tree that can reach within the range. It can only



entangle up to four creatures, but restrained creatures are hoisted 20 feet in the air when they fail a second save, and they fall prone and take 2d6 falling damage when they free themselves.

Shadowfell & Far Realm: The spell takes the form of tendrils of shadowstuff or tentacles respectively. The target has disadvantage on saving throws against being frightened while restrained

Feywild: Restrained targets have disadvantage on saving throws against perception checks to discern illusions while they remain restrained.

Ethereal & Astral: The vines are made of tendons of pure ethereal or astral energy, and require a Wisdom or Intelligence saving throw respectively, in place of strength.

Upper Planes: The vines grow, giving off 10 feet of dim light, and the spell save DC gains +1 against Lower Plane creatures.

Lower and Material Planes: The growth crackles and burns red with elemental heat. You may choose to lower the spell save DC and have the spell deal 2 fire damage to restrained creatures for each point it has been lowered each turn they remain restrained.

Mechanus: The Spell DC gains +1 against chaotic aligned targets.

Cloud Effect Spells

Spells that create clouded, heavily obscured effects (Like **Fog Cloud** and **Sleet Storm**) may produce addition effects beyond heavily obscuring the area depending on a druid's plane of origin.

Underdark, Shadowfell, & Far Realm: An ominous presence seems to lurk out of sight. Creatures within the cloud have disadvantage on saving spells against being frightened while in the cloud.

Ethereal & Astral: Direction and distance are impossible to determine within the cloud. When a creature moves to exit the cloud, it does so at a random location.

Lower Planes: The heady sulfurous stink of the cloud causes tempers to flair. If a creature in the cloud runs into another creature in the cloud without intending to, they make a wisdom save against your spell DC. On a failure, they make an attack against the creature if they are able.

Feywild & Upper Planes: A faint, enticing odor makes creatures loathe to leave the cloud. If they have not been harmed in any way during this round, they must make a DC 10 wisdom save in order to leave the AOE.

Mechanus & Elemental Planes: Difficult terrain seems to attract travelers feet. If the cloud is over difficult terrain, creatures add an additional foot of movement per foot.

Spike Growth

The nature of the hazard may manifest differently depending on the Druid's plane of origin.

Underdark: The spikes manifest as spore-releasing fungus, dealing the same amount of poison damage.

Astral & Ethereal: The spikes syphon mental energy instead of dealing piercing damage. The damage is psychic, and If a creature takes 20 or more damage this way in a single turn, they must make a saving throw (Intelligence and Wisdom respectively) against your Spell DC, falling prone on a failed save.

Lower Planes & Far Realm: The wounds from the spike burn painfully. On leaving the area, creatures make a DC 10 constitution saving throw. On a failure, they take an additional 1 point of damage for each 5 feet they traveled over the spikes at the end of their turn.

Flame Arrows

The arrows give extra damage of the following type instead of fire:

Shadowfell & Lower Planes: Necrotic

Far Realm & Astral: Psychic

Feywild & Underdark: Poison

Ethereal & Mechanus: Force

Upper Planes: Radiant

Plant Growth

A number of options around the nature of the plant growth manifested by the spell can be chosen based on the Druid's plane of origin. All of these effects only count as regular difficult terrain, except for torchstalk, timmask, and brown mold, which count as regular terrain.

Shrieker: The area is filled with shrieker mushrooms that emit a shriek audible for 300 feet any time a creature moves within the

radius. (Underdark, Mechanus, Feywild, Upper Planes)

Tongue of Madness: The tongue of madness plant fills the area. Creatures within the area of the spell compulsively speak aloud their every thought. (Astral, Ethereal, Feywild)

Brown Mold: The mold feeds on the body heat of living creatures. When first entering the area and at the beginning of every turn spent within the area, creatures must make a DC 12 Constitution saving throw, taking 2d10 cold damage on a failed save. Creatures without body heat (undead or constructs) or that have resistance to cold damage are immune to the effect. Damage is doubled if the creature carries or creates a heat source, or has resistance or immunity to fire damage. (Underdark, Elemental)

Russet Mold: The mold releases sickness-spreading spores. When first entering the area and at the beginning of every turn spent within the area, creatures must make a DC 12 Constitution saving throw. On a failed save, the creature contracts fungal rot. Until the disease is removed or cured, the creature takes 1d4 necrotic at the beginning of every turn, and their hit point maximum is lower by the same amount for the duration of the disease. A successful medicine check against the spell's DC will end the disease. If a creature dies of this disease, it comes back to life as a vegpeygy in 4d6 hours. (Underdark, Shadowfell, Lower Planes)

Yellow Mold: The mold releases noxious spores when handled. When first entering the area and at the beginning of every turn spent within the area, creatures must make a Constitution saving throw against the spell's DC. After one failure, they are poisoned. On a second failure, they see everything as lightly

obscured until they exit the area. On a third failure, they see everything as heavily obscured, and on a fourth failure, they are incapacitated.

All effects end as soon as the creature leaves the area. (Underdark, Shadowfell, Lower Planes)

Oblivix (memory moss): While within 60 feet of the moss, you may use your turn to make a spell attack targeting a creature standing on the oblivix. On a hit, the creature loses all of its memories for the last 24 hours and may act confused. Any creature, including yourself, may eat some of the moss to gain the lost memories. They must make a DC 14 Constitution save. On a success, they gain the memories. On a failure, they are poisoned for 2d10 turns. Any lost memories return to a creature after 1d6 hours. (Feywild, Far Realm, Astral, Ethereal)

Timmask: When first entering the area and at the beginning of every turn spent within the area, creatures must make a DC 12 Constitution saving throw or suffer the effect of a confusion spell for the duration of their turn. The effect ends immediately for any creature that leaves the area. (Far Realm, Shadowfell)



Torchstalk: Using fire, exposed flames, or lightening in the area causes an explosion of flammable gas emitted by the plants. Creatures within 5 feet of the explosion take 3d6 fire damage. If a creature moves more than 10 feet on their turn, they must make a Dexterity save against your Spell DC or trigger an explosion. (Elemental, Lower Plains)

Fey Summoning Spells

For spells that conjure fey like Conjure Woodland Beings and Conjure Fey, you may add the creatures on your plane's Fey list to potential summons.

Grasping Vine

The saving throw can be exchanged as follow: Intelligence for Astral, Wisdom for Ethereal, Charisma for Upper or Lower Planes.

Commune with Nature

This spell operates in a Druid's native plane as well as on the prime material plane.

Druid Grove

Druids have additional options for customizing their grove to match their plane. You may use any options available for spike growth or plant growth for the spike growth location, which uses your Spell save DC to trigger effects. You may also modify the grove options as follows:

Underdark: You may replace grove guardians with large mushrooms that use the stat block of a Myconid Sovereign. The grove is perpetually filled with dim light that cannot be lit further by a spell of a level less than 3.

Shadowfell: You may replace the grove guardians with Umbral Banyan that act as the Umbral Banyan described in entangle, except that they have an AC of 13, 59 HP, and restrained creatures take 2d6 + 4 force damage at the beginning of their turn each round that they

are restrained. While in the solid cloud effect, creatures see, but from the perspective of another part of the grove, not the location they are in, giving them a 25 percent chance of losing their orientation and randomly changing direction. If you use a wind wall, it is filled with the sound of wailing despair, and creatures must make a DC 11 Wisdom save or suffer the frightened condition for 1d4 rounds.

Feywild: You may replace the wind wall effect with a similarly shaped permeable barrier that causes the effect of the hypnotic pattern spell. Creatures that move through the solid fog are under the effect of the faerie fire spell for 1d4 turns.

Elemental Plane: You may replace grove guardians with Gargoyles and the solid fog with squares of molten lava, which does 4d10 damage on contact.

Astral Sea: Instead of having the solid fog, the inside of the grove is filled with infinite Astral space which must be navigated to find the floating 90 ft. cube that houses the grove. A creature must use its action to make an intelligence check against your spell DC to navigate the Astral space in search of your grove, and finds it on a success. There is a 10% chance that they will encounter an Astral wind. There is no gravity, and creatures move at a rate of d20x their intelligence modifier per turn (minimum of 10 feet) in any direction.

Intelligence and strength *and* Wisdom and Dexterity are interchanged within the grove.

Ethereal Plane: You and creatures you choose can use your bonus action to teleport to any unoccupied location in the grove.

Upper Planes: You may replace the walls of wind with a magic circle. Allies within the solid fog enjoy the benefit of a resistance spell.

Lower Planes: Any amount of Solid fog can be replaced with similar sized pools of demon ichor. The grove guardians can be replaced with two awakened death's head trees (same stats as an awakened tree but with no attack except dethatching death's heads) with 2d6 death's head fruit each. You choose the form detached death's heads take. Unfriendly creatures that pass through the gust of wind must roll a DC 10 wisdom saving throw or be subject to the effects of the crown of madness spell for 1d4 turns.

Mechanus: You may replace the grove guardians with two stone defenders. Creatures who move through the wind walls make a charisma saving throw against your spell DC, experiencing the effect of a calm emotions spell for 1d4 turns on a failed save.

Far Realm: The solid cloud effect can be replaced by the effect of a hunger of hadar spell, except without dealing damage. Upon entering or at the beginning of each turn inside the area, creatures must make a wisdom and become frightened for 1d4 turns on a failed save. The grove is perpetually filled with dim light that cannot be lit further by a spell of a level less than 3. Unfriendly creatures must roll a wisdom saving throw against your spell DC or roll on the temporary madness table every 3d4 turns spent in the grove.

Other Modifications

To further align your Druid with the themes of their plane of origin, you can use the following modifications to the base Druid traits and abilities.

Underdark

You have darkvision up to 120 feet regardless of your race. You gain proficiency in the stealth skill and have the **Shadow Stealth** trait.

Shadowfell

If you are reduced to 0 hit points, make a Wisdom saving throw (DC of 5+damage taken) unless the damage is radiant or from a critical hit. On a success, drop to 1 hit point instead. You may use this ability once per long rest

Feywild

You have the **Fey Ancestry** trait and may cast misty step without expending a spell spot once every short rest.

Elemental Planes

Choose an elemental damage type at the end of each long rest (fire, cold, acid, lightening, or thunder). Until the end of your next long rest, you may add your spellcasting modifier to damage dealt of that type by your spells once per turn.



Astral Sea

Intelligence replaces Wisdom as your spellcasting ability, and your spells are cast psionically.

Ethereal Plane

You can see 60 feet into the ethereal plane. Once per long rest you may step into the border of the Ethereal plane as per the etherealness spell, except the duration is 1 minute, and when you return to the material plane, you occupy the same location where you left.

Upper Planes

You roll Charisma (persuasion) checks with advantage, and have resistance to radiant damage. You may substitute radiant damage for fire damage for your spells.

Lower Planes

You have the dark one's own luck. When you make an ability check or a saving throw, you can add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. You may use this feature once per short or long rest.

Mechanus

Since you come from a mechanical realm, you do not have the regular druid's distaste for wearing metal armor. You also have proficiency with heavy armor and the **Constructed Resilience** and **Sentries Rest** traits.

Far Realm

You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least

one language. If the creature you are speaking to cannot see you, you have advantage on any Charisma (intimidation) rolls to frighten it.





COSMIC DRUID CIRCLES

The natural magics and that make up the fabric of reality in each of the planes of existence differs as greatly as do their inhabitants, which has shaped druidic culture and powers across the cosmos for millenia. These differences have led to unique druid circles and practices, as each strives to adapt to their own environment.

Underdark

Some say that the mysterious magical radiation of Faerzress that permeates the underdark is the raw stuff left over from its creation. Without it, very little could live in the subterranean depths, as much of the plant life its denizens consume rely on it for life and energy. Druids of the underdark tap this ancient power to fuel their spells – and in return, it has shaped their philosophy towards their magic.

Circle Spells

When you join this circle at 2nd level, your long contact with Faerzress has permanently infused you with its power. Your link with this magical force grants you access to some spells when

you reach certain levels in this class, as shown on the Underdark Spells table (See page 2).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the underdark beast table, or use the underdark fey table for conjuring fey.

Dark Conduit

Starting at the 2nd level, you gain the ability to draw faerzress from the underdark to shape the world around you. This power radiates from you out to ten feet and lasts for 10 minutes or until dismissed. That distance increases to 15 feet at the 6th level, 20 feet at the 10th level, and 25 feet at the 14th level.

Faerzress radiation has several peculiar properties that effect the suffused area:

- The area is filled with dim light.
- Within the area, creatures have advantage on saving throws against conjuration and divination spells. If a conjuration or

divination spell doesn't allow a saving throw but either targets a location or creature within the area or is cast from inside the area, the caster must succeed on a DC 10 Constitution saving throw to cast the spell. Failing this save means the spell is wasted and has no effect. The DC rises to 12, 15, and 17 at the 6th, 10th, and 14th levels respectively.

- Any creature attempting to teleport into, within, or out of the area in any way must make the conjuration Constitution saving throw. On a failed save, the creature takes 1d10 force damage and the teleportation attempt fails. If the save succeeds by two or less, the creature teleports to a random location within 1d6x 10 feet of their intended destination

The faerzress does not affect spells that you cast. You can activate this ability a number of times equal to your proficiency bonus per long rest.

Denizen of the Underdark

Growing up in the underdark has shaped you. Starting at level 2, You have darkvision up to 120 feet regardless of your race. You gain proficiency in the stealth skill and have the **Shadow Stealth** trait.

Deep Aegis

The power of your faerzress emanations both protects and empowers you. At the 6th level, you impose disadvantage on all spell attacks and advantage on dexterity saving throws against spell effects while dark conduit is active, and can add your proficiency bonus to spell damage provided the target is within the area of your faerzress. At the 14th level, you may extend the protective bonuses to a number

of creatures equal to your spellcasting ability modifier within the area of your faerzress.

Arcane Interference

Your faerzress emanations have become so powerful that magic becomes harder to tame for your enemies within their confines. At the 10th level, as a reaction, when another creature casts a spell from or effecting creatures within the area of your faerzress, you may make a wisdom saving throw against their spell DC. On a successful save, you force them to roll from the wild magic table and have that replace the effect of their spell. You must use this ability before any rolls that determine whether the spell is successful or not. You may use this ability once per short or long rest.

Blindspot

At the 14th level, while your Faerzress is active, you enjoy the effects of the nondetection and detect magic spells. Starting at the 18th level, this trait becomes permanent.





Shadowfell

More than any other spellcaster, Druids of the Shadowfell are deeply connected to the shadow weave, which gives them power over shadowstuff, the basic element of the plane. The power of the shadow allows them to bend magic and alter reality in unprecedented ways.

Circle Spells

When you join this circle at 2nd level, your connection with the shadow weave grants you access to spells when you reach certain levels in this class, as shown on the Shadowfell Spells table (See page 2).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the shadowfell beast table, or use the shadowfell table for conjuring fey.

Shadowshaping

Starting at level 2, your mastery of shadow magic allows you to sculpt and alter objects and creatures under the influence of your magic.

When you summon creatures or take wild shape, you may choose to switch out one trait that the creature has with a similar one of another eligible creature from the list (for instance, switching out undead fortitude for pack tactics, a swimming speed for a flying speed, a perception bonus for a stealth bonus, creature sizes, one spell for another of the same level if both creatures are spellcasters, etc.). All other creature stats remain the same.

Alternately, you can use shadowshaping as an action to create the effect of a disguise self spell on you or a creature you are touching.

You can use your shadowshaping ability a number of times equal to your spellcasting modifier per long rest (minimum of 1).

Spellshaping

As your shadowshaping ability improves, you can use it to alter your own and other peoples spells. At the 6th level, you can use your

shadowshaping trait as a reaction to alter a spell that has been cast at the 5th level of lower. Some changes are harder than others to create. Any time that you use your shadowshaping trait in this way, you must roll (plus your spell attack bonus) against the given DC of the modification. If the spellcaster is unwilling, you add their proficiency bonus to the DC.

Energy: If the spell deals damage, you may choose the type of damage it deals. DC 9

Condition: If the spell inflicts a condition, you may choose to change the condition. If the condition is more harmful than the stated condition of the spell, it only lasts until the beginning of your next turn and the shaping DC is increased by 3. You may also cancel a condition for an additional DC of 3. DC 15

Save: For spells with a save, you may choose the type of save. DC 10

Range: You may double or halve the range of a spell, or give a spell with the range of touch a range of 20 feet. DC 15

Color: you can change the color and visual effect of the spell. DC 7

Target: you can change the target of a spell to another creature within 20 feet. DC 17

Location: you can change the locus or location of a spell by 10 feet as long as the new location is still within range. You can increase that range by 5 feet for each additional DC. DC 15

Potency you can add or decrease the effect of a spell that rolls for damage or other die-driven effects with by one die. You can increase by 1 die for each additional 3 CR. DC 12

Casting time: you may change the casting time to a bonus action, and action, or two actions. DC 14 shorter, DC 16 longer

Profusion: You can add or subtract a target or creature effected by an area of effect for a spell that can target more than one creature or

multiple creatures within an area. It must still have at least 1 target. You choose who is targeted or not targeted. DC 13, plus 3 DC for each additional creature.

Precision: you may give the spell or its target advantage or disadvantage. DC 15

Shadow's Sight

Due to the transitory nature of shadowstuff, shadowfell is constantly shifting. At the 10th level, by peering through the twisted space of shadowfell, you can use an action to view your surroundings from any point you can see within range. While using shadow's sight, you can move and act normally, but cannot see from your own eyes. If you cannot see yourself from your viewpoint, you act as if blinded. If you can, you see yourself in the third person, and suffer disadvantage to dexterity and charisma based skills and checks and all attack rolls. You can see anything that you could see from the new vantage point however, potentially creating line of sight to creatures that would otherwise be hidden from your view.

Protean Terrain

At the 14th level, you can call on your mastery of shadow stuff to cause the terrain around you to temporarily shift. Choose a 1000 foot cube of terrain that includes your location within it. You may rearrange the landscape however you wish, provided it retains the same features (size and shape of hill or wooded areas, number of streams, etc.). All creatures remain where they were relative to the feature they are located on or above. You can place your shadow's sight anywhere within the range. You can use this ability once per short rest.

If you've expended all shadowshaping uses, you regain one each time you roll for initiative.



Feywild

In the Feywild, appearances and desires dictate reality, and every living thing is driven by personality, from tree spirits to awakened beasts. For a Feywild Druid, nature itself is a court and must be treated as such – with all of the intrigue, deceit, entertainment, and positioning that that implies.

Circle Spells

When you join this circle at 2nd level, your connection with the feywild grants you access to spells when you reach certain levels in this class, as shown on the Feywild Spells table (See page 2).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Feywild beast table.

Fey Nature

Beginning at level two, your exposure to the Feywild has given you the **Fey Ancestry** trait regardless of race, may choose a cantrip from the wizard cantrip list to add in addition to

your druid cantrips.

Fey Subtlety

Beginning at level two, you gain proficiency in the insight, deception, and persuasion skills or expertise if you already have proficiency provided the target is not a fiend, undead, or celestial.

You can always tell if people are trying to read your mind and can lie telepathically or to magic used to read your thoughts by rolling a deception check against their spell DC. On a successful roll, they do not realize the deceit.

Fey Mischief

The fey propensity for tricks and mischief runs through your veins. At the 6th level, if, during a conversation with one of more creature, you are able to successfully deceive and persuade them that something false is true, you may expend a level 2 or greater spell slot use to implant a vivid false memory of the supposed thing in their mind that lasts 24 hours. During that period the creature is charmed by you, will advocate for you, and cannot be dissuaded of the lie. This effect ends if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

Fey Bearing

At 10th level, you gain the ability to wrap yourself in a fey magic that makes others want to serve you. You can expend a wild shape use to cast Command as a bonus action or sleep as an action without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute. During this time, you can cast Command as a bonus action or Sleep on a single target as an action on each your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the Command you cast with this feature, and the Sleep spell acts as if you had rolled the maximum HP.

Fey Splendour

At 14th level, your appearance permanently gains an otherworldly aspect that makes you appear strong and beneficent. You may treat any deception or persuasion check roll that is less than 10 as a 10.

In addition, you can expend a wild shape use to assume a supernaturally magnificent appearance for 2 minutes or until you are incapacitated. During that time, whenever any creature tries to attack or otherwise targets you for harm for the first time on a turn, they must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. They automatically fail this save if you have never harmed them, and have advantage on this roll if you harmed them during your last turn. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells, social skills, or abilities on your next turn.





Elemental Planes

Working with the raw building blocks of the material planes, Druids from the elemental planes know the power of being direct and forceful. After all, if something doesn't work, you can simply break and remake it.

Circle Spells

When you join this circle at 2nd level, your connection with the Elemental Plane grants you access to spells when you reach certain levels in this class, as shown on the Elemental Planes Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Elemental Planes beast table, or use the Elemental Planes fey table for conjuring fey.

Muster Elements

Beginning at level 2, at the beginning of each long rest you choose one element (Fire, Water, Air, Earth). During your long rest, you commune with the spirits of that elemental plane and gain an extraordinary affinity to its power. Until the end of your next long rest, whenever you roll damage of the corresponding type for the first time each turn (fire, cold, lightning/thunder, bludgeoning), you add your wisdom modifier.

Elemental Shield

Your elemental affinities protect you from harm. Starting at the 6th level, when you choose an element with your muster elements trait, you get the additional benefit of resistance to that elemental damage type for the chosen element. Using the absorb element spell for that damage type makes you immune.

Elemental Blast

When you conjure elemental powers you do so with incredible force. Starting at level 10, the

first time you roll elemental damage corresponding to the type of your elemental muster, the spell or attack gains the following traits if they do not have them already:

Fire: The creature is on fire. At the start of each of its turns, the target must make a Constitution saving throw against your spell DC. On a failed save, it takes 1d6 fire damage. On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

Cold: The creature's speed is reduced by 10 feet until the start of your next turn.

Lightening/Thunder: Creature makes Constitution saving throw against your spell DC. On a failed save, they are blinded/deafened until the end of their next turn.

Bludgeoning: Move the creature 10 feet to an unoccupied space. If you score a critical hit, attack rolls against that creature are made with advantage until the start of your next turn.

Master of Elements

At the 14th level, your ability to draw power from the elemental plane reaches its peak. Whenever you cast a spell that either deals damage or otherwise relates to the element from your muster elements trait, you cast it one level higher than the spell slot you used.

Creatures that have immunity to the damage type corresponding to your muster elements type now only have resistance to damage of that type from your spells.





Astral Sea

The Druids that inhabit the world of the Astral Sea peddle in the magic of pure thought. Their approach to magic, and indeed life, is that in most situations, understanding your enemies' mentality and mind over matter will always prevail.

Circle Spells

When you join this circle at 2nd level, your connection with the Astral Sea grants you access to spells when you reach certain levels in this class, as shown on the Astral Sea Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Astral Sea beast table, or use the Astral Sea fey table for conjuring fey.

Mental Magic

Beings from the Astral Sea rely on their intellect to navigate their world. Intelligence is your spellcasting ability, and your spells are psionic.

Mindbeast

Beginning at level 2, you may expend a wild shape use to summon a mindbeast from the Astral Sea. Summoned mindbeasts remain physically in the Astral, and can neither deal nor receive damage. They can only interact with creatures as described below, and can be unsummoned or banish similar to any other summoned creature. You can only have one summoned one mindbeast at a time.

Like other summons, the duration is concentration, up to 1 hour, but the effects they create on other creatures remain even when concentration has been broken.

Garmorm: You can use your action to have the Garmorm swallow the soul of a creature within 30 feet that has died in the last 5 minutes. If you do so, that creature's mouth appears on the Garmorm, and you gain all of the spell slots or uses the creature had when it died. You can only use these for spells the creature knew, all of which you can cast using this ability. This does not make you know the spells the creature knew. You cannot gain spell slots or cast spells using this ability that are

above your casting level. These slots and spells disappear at the end of your next long rest.

Astral Searcher: You can use your action to have your Astral Searcher touch a creature within 30 feet that does not have its full HP. It makes an intelligence save against your spell DC. On a failed roll, you gain the use of one of the creature's abilities. This can include traits like pack tactics or aggressive, racial traits like darkvision, saves, or skill proficiencies. It cannot include spellcasting, channel divinity, other magically powered abilities, or abilities that can only be used a limited number of times per rest or day, though it can steal traits with recharge. If the trait scales over time (for instance sneak attack damage), you would gain it at the level corresponding to your Druid level. While you have the use of this trait, the target does not. They can make an intelligence saving roll at the beginning of each turn to end the effect. The effect also ends if you use this ability on another target.

Intellectual Savant

Starting at the 6th level, you may communicate telepathically within 30 feet and are permanently under the effect of the detect thoughts spell.

Improved Mindbeast

Starting at the 10th level, you gain access to the following mindbeast options. Additionally, if you summon a Garmorm or an Astral Searcher, creatures at once.

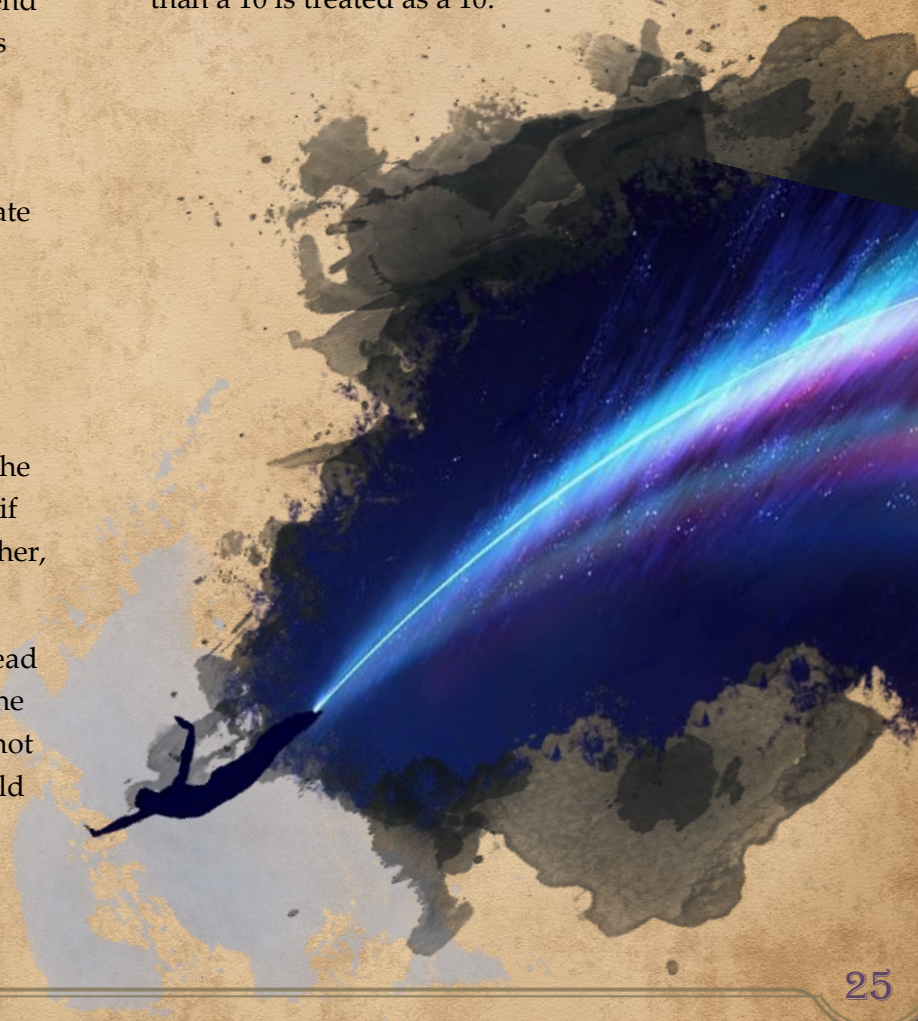
Berbalang: You may cast the Speak With Dead spell at will. Since the Berbalang is casting the spell, the dead you speak to in this way do not know who you are, and therefore cannot hold animus towards you.

Astral Streaker: You may cast the Sending spell a number of times equal to your spellcasting modifier without expending a spell slot.

Psurlon: Through the Psurlon you are able to speak telepathically to creatures within 90 feet, regardless of whether you speak a common language. While this mindbeast is active, you may use a bonus action to create an effect identical to the suggestion spell that lasts for 1d6 turns on a creature you are communicating with telepathically.

Mind Palace

Starting at the 14th level, you gain immunity to psychic damage and roll with advantage on all saves against magic that would effect your mind or gain information from you against your will. Any roll that you do on an arcana, nature, history, or religion check that is less than a 10 is treated as a 10.





Ethereal Plane

Like the plane that spawned the, Druids of the ethereal plane are far travelers. They see and hear much of what happens elsewhere, and they will nearly always get where they are going.

Circle Spells

When you join this circle at 2nd level, your connection with the Ethereal Plane grants you access to spells when you reach certain levels in this class, as shown on the Ethereal Plane Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Ethereal beast table.

The Sight

At the second level, you can see 80 feet into the ethereal plane, and can interact with any creatures there as if they were on the material plane. When you summon a beast or fey, you can use their bonus action at any time during the duration to cause them to shift to the

ethereal plane. They can then use their bonus action at any time while the spell is still active to shift it back, assuming it is within 90 feet.

Far Wanderer

Starting at level 6, whenever you cast a teleportation related spell that only targets yourself, you can also take a number of creatures within 5 feet of you with you equal to your spellcasting modifier. If the creature is unwilling, they can make a Wisdom saving throw against your spell DC, remaining on a successful save.

Ethereal Jaunt

At the 10th level, you may allow one creature you are touching (including yourself) to step into the border of the Ethereal plane as per the etherealness spell, except the duration is concentration, up to 2 minutes, and when you return to the material plane, you occupy the same location where you left.

Master Etherium

At the 14th level, you may expend a wild shape to cast the etherealness spell without expending a spell slot, or to give yourself or a creature you touch a flying speed of 60 for 1 hour.



Upper Planes

The very land of the upper planes breathe blessings upon their inhabitants, and the Druids that call them how likewise live to kindle the spark of bliss divine in the hearts of every living thing.

Circle Spells

When you join this circle at 2nd level, your connection with the Upper Planes grants you access to spells when you reach certain levels in this class, as shown on the Upper Planes Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Upper Planes beast table, or use the Upper Planes table for conjuring fey.

Investiture

You have the power to endow creatures with the blessed essence of the upper worlds. Starting at the second level, you may use

a bonus action to touch a willing creature and give it an investiture die, which they can use at any time during the next 5 minutes. You investiture die is a d4, but increases to a d6, d8, and d10 respectively at the 5th, 10th, and 15th levels. When you give a creature a die, you choose the nature of the investiture from the following options.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of 1). You regain any expended uses when you finish a long rest.

Perserverance: Add the investiture dice a Wisdom, Intelligence, or Charisma saving throw. If you succeed, you have advantage on any other throws of the same kind for 1 minute.

Vigor: Add the investiture dice to an attack roll. On a success, add 2x the dice roll radiant damage to the attack.

Prowess: Cunning Add the investiture dice to a skills check. On a success, you gain proficiency in all skills under that modifier for 1 minute.

Tenacity: Add the investiture dice a Strength, Dexterity, or Constitution saving throw. If you succeed, you have advantage on any other throws of the same kind for 1 minute.

Resilience: Add the investiture roll to your AC while being attacked. If this causes the creature

to miss, you retain the bonus to your AC against that creature for 1 minute.

Fortitude: Add your investiture dice to a saving throw against or to remove a condition. On a successful throw, you are immune to that condition for 5 minutes.

Solace: You are immune to effects that would lower your maximum HP, and regain your investiture die roll worth of HP at the beginning of your turn for 1 minute.

Vitality: Add the investiture die to your first death saving throw. If you succeed, you return to life with 3x the investiture saving roll HP.

Helpmeet

Starting at the 6th level, you can cast any spell with a range of self as a range of touch. You can perform the help action for any creature that has one of your investiture dice so long as they are within 30 feet.

Divine Heritage

Your divine heritage augments your physical form. Beginning at the the 10th level, you roll Charisma (persuasion) checks with advantage, and have resistance to radiant damage. You may also substitute radiant damage for fire damage for your spells.

Everlasting Investiture

Your power to bless grows more enduring with time. At the 14th level, you regain 1 investiture die when you roll initiative if you currently have none. Additionally, if any creature using one of your investiture dice rolls a 1 and fails, the die returns to you.





Lower Planes

The very land of the upper planes breathe blessings upon their inhabitants, and the Druids that call them how likewise live to kindle the spark of bliss divine in the hearts of every living thing.

Circle Spells

When you join this circle at 2nd level, your connection with the Lower Planes grants you access to spells when you reach certain levels in this class, as shown on the Lower Planes Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Lower Planes beast table, or use the Lower Planes table for conjuring fey.

Blood Pact

Starting at level 2, whenever you are subject to an attack or effect that would break your concentration, you can automatically succeed in maintaining concentration by taking 1d4 damage per spell level. This damage can't be prevented in any way, nor can it be healed until after your concentration finally breaks.

Infernal Boon

You can beseech the maledict nature of the abyss or nine hells to grant you dark powers ... at a price. Starting at level 6, you may expend a use of your wild shape to grant yourself infernal boons from the following list. You may choose 2 boons, and may choose 2 additional boons at the 10th and 14th levels. Any time that you add new boons, you can also change out any existing boons. Boons remain active until dismissed or until the end of a long or short rest, but must be active for a minimum of 5 minute.

Boon of the Greater Blood Pact: You may cast any spell to summon a fiend that you know and

have spell slots high enough to cast without using a spell slot. **Cost:** you take 1d6 damage that cannot be prevented in any way for each level of spell you cast this way. Your maximum HP is lowered by the same amount while this boon is active.

Boon of the Brute: You transform into a fiendish juggernaut. Your size becomes large, your strength and constitution scores become $16 + 1$ for every druid level you have beyond six to a maximum of 26, and you make strength and constitution saves and checks with advantage. Your fists become strength-based weapons that deal 1d8 Bludgeoning plus 1d8 necrotic damage for every 6 Druid levels you have, rounded down. You score a critical hit on a 19 or 20, and regain HP equal to the necrotic damage you inflict, rounded up. **Cost:** Your Wisdom, Intelligence, and Charisma scores are reduced to 6, and you lose all spellcasting abilities and Druid traits and abilities for the duration.

Boon of Spite: When you are hit by an attack or spell that does damage, you use your reaction to instantly kill the attacking creature as long as it has $5 \times$ your Druid level HP or less. If they have more HP than this, than nothing happens. Every time you use this ability while the boon is active, the HP that you can kill goes down by 10. **Cost:** You take the greatest possible damage from the attack, which cannot be lessened in any way.

Boon of True Invisibility: You become completely impossible to sense by anything except by true sight. You cannot be heard, smelled, sensed by echolocation, tremor sense of blind sight. You cannot be felt, except that people can perceive the general direction of attacks or spells you use against them, or if you

push or grapple them. Your location cannot be discerned or discovered magically, and you can't be connected to telepathically. **Cost:** While you are thus invisible, you are completely silent and incapable of speech, and thus can't produce the verbal components of spells. Further, no one can remember you, not even your allies, and they will be incapable of acting upon plans you agreed to, etc. Any mention of you in writing is magically erased for the duration. If you die while invisible, it is as if you never existed.

Boon of Casting Down the Mighty: When a creature fails a saving throw for a spell you cast, you may hurl them screaming through the abyss or nine hells. The creature disappears, reappearing in the same spot at the end of your next turn, though it feels like many hours for them. Unless they are a fiend, they take $1d6 \times$ your druid level psychic damage and suffer the frightened condition. You cannot repeat this ability on the same creature. **Cost:** The experience plants an incurable hatred in the victim. They must use their turn for the next minute to attack or otherwise harm you to the best of their abilities, and remain hostile towards you and wish to do everything in their power to make you suffer indefinitely. As such, they're immune to being charmed by you.

Boon of Sedaklah: You can use a bonus action to bring a creature that dies within 90 feet of you back to life as a spore servant under your control for the duration of the boon. Once the boon is over, they collapse and return to death. **Cost:** You become vulnerable to all damage except necrotic, psychic, and acid damage.

Boon of the Labyrinth: Choose a direction every turn. Target creatures within 90 feet of you can only move in that direction on its turn

if it chooses to move. **Cost:** If you move voluntarily on your turn while this is active, you take 4d10 necrotic damage.

Boon of the Unholy Puppet: If you die while this boon is active, you explode in a wash of negative energy. Every creature within 15 feet must make a dexterity save against your spell DC, taking 1d6x half your druid level necrotic damage on a failed save and half as much on a successful one. In 1d6 turns you reform and reanimate with HP equal to the total damage that you dealt in this way, up to your maximum HP. **Cost:** every time you die, you lose one point of your Constitution score permanently. This can only be restored by a wish, greater restoration upcast to 8th level, or similarly powerful restorative magic, one point at a time.

Boon of the Irresistible: Once per turn, you can choose to cause a creature within 90 feet to fail a saving throw. **Cost:** you automatically fail all saving throws while this boon is active.

Boon of the Silver Tongue: Your charisma modifier is raised to 24, you are proficient in all Charisma skills, and you take on the appearance of whatever each person in your presence finds most beautiful in their eyes. Hostile creatures become indifferent to you until you do something that convinces them otherwise. You can use a bonus action to make a persuasion check against the wisdom save of one person you are speaking, charming them for the duration of the boon unless you or your allies harm them. As a bonus action, you can also cause a creature you have charmed to forget the last thing you said once they are no longer charmed. **Cost:** For the duration, you are incapable of taking actions to defend yourself, and your spell DC is 8.

Boon of the All Hearing: While the boon is active, you hear any time any creature talks about you anywhere in existence. **Cost:** There is a 33% chance that what you hear is not true (1 or 2 on a d6 rolled secretly by the DM) – either never having been said, or being a corruption of what is actually said. You have no way of knowing if it is a lie or not.





Mechanus

Druids from the plane of law are natural leaders and tacticians, of spending many years of their life calculating outcomes, designing great feats of engineering, and commanding legions of hapless modrones. More than any other group, they see the artificial world as an outgrowth of the natural.

Circle Spells

When you join this circle at 2nd level, your connection with the Mechanus grants you access to spells when you reach certain levels in this class, as shown on the Mechanus Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Mechanus beast table, or use the Mechanus table for conjuring fey.

Mechanical Nature

Since you come from a mechanical realm, you do not share other druid's distaste for wearing metal. Starting at the 2nd level, You also have proficiency with heavy armor and the **Constructed Resilience** and **Sentries Rest** traits.

Tactical Mind

Calculating, designing, and planning are like air and water in Mechanus, and it has given you a strong tactical sense. Starting at the 6th level, you may expend a wild shape use to activate a tactical maneuver. You may pick two from the options below, and may choose 2 more at the 10th and 14th level.

Hold the Line: Designate a 60 foot line. It can be any shape, even a circle. For 1 minute, if a hostile creature uses their movement to cross the line, any willing creature you choose may use their reaction to move up to 15 feet and make an attack or other similar action. If the attack is successful, the creature's speed is reduced to 0 for the rest of their turn.

Coordinated Movement: Willing creatures within 30 feet may use their reaction to move

up to half their speed in a direction you choose for 1 minute.

Mount Charge: Willing creatures within 30 feet may use their reaction to move up to their speed in the same direction and take the attack action. If they move 20 feet or more, you may add your wisdom modifier to their damage rolls, and targets must make a DC 11 strength saving roll or fall prone.

Order Barrage: Willing creatures with ranged attacks within 30 feet may use their reaction to simultaneously attack targets of your choice. Attacks can be made up to the maximum range without disadvantage and ignore half and three quarters cover.

Common Defense: Hostile creatures provoke opportunity attacks from your allies when they attack one of your allies for 2 minute

Guerrilla Tactics: Creatures of your choice within 40 feet can take the dodge, disengage, or dash action as a bonus action on their turn for 2 minutes.

Common Resolve. Ready an action with a trigger. For 5 minutes, if the action is triggered, all willing allies within 30 feet can use their reaction to do the same action.

Sow Confusion

Starting at level 10, you learn 2 new tactical maneuvers that sow confusion in enemy ranks from the following list. You may expend a wild shape to activate a maneuver. You learn another 2 at the 14th level.

Infiltrate: One ally of your choice is wreathed in an aura of unimportance for 1 minute. While other creatures can see the them, they will either ignore them or treat them as the lowest priority in combat or social situations unless they do something to make them think otherwise (i.e. attack, etc.). Because of this

disinterest, they are not subject to opportunity attacks.

Sabotage Morale: Your tactics suggest insider information and sow distrust in enemy ranks. For 2 minute, hostile creatures within 60 feet of you have disadvantage on attacks or charisma checks as long as they have an ally within 5 feet of them.

Bait Ball: Enemies fear to face you and your allies alone. For 1 minute, enemies within 60 feet have disadvantage on attacks, charisma checks, and perception checks unless they have an ally within 5 feet.

Chain of Command: Through your maneuvering, creatures hostile to you become convinced that a target creature from among them of your choosing is crucial to your plans. They act to protect that target at all costs, ignoring any commands to the contrary.

Actuarial Science

At the 14th level, your calculations allow you to anticipate your enemies' plans and forestall them. You may use your reaction to create the effect of the shield spell. You may use this ability a number of times equal to your spellcasting modifier per long rest.





Far Realm

Birthered in alien realms of terror and unreality, Druids of the Far Realm are difficult to fathom or predict. While certainly deeply intelligent – no creature lasts long in the far realms without power or intellect – the void-twisted, aberrant workings of their minds and magic can be an enigma to friend and foe alike.

Circle Spells

When you join this circle at 2nd level, your spawning in the Far Realm grants you access to spells when you reach certain levels in this class, as shown on the Far Realm Spells table (See page 3).

Once you gain access to these spells, you always have it prepared, and they don't count against the number of spells you can prepare each day. Even if a spell that doesn't appear on the druid list, it is a druid spell for you.

Additionally, when using beast spells or wild shape you may use the Far Realm beast table, or use the Far Realm table for conjuring fey.

Dark Whispers

Starting at level 2, you gain proficiency in the intimidation skill and can telepathically speak to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. When speaking telepathically to a creature, you have advantage on intimidation rolls. A creature that is intimidated by you is frightened by you until the end of our next turn.

Aberration Incarnate

Starting at level 6, you gain the ability to physically embody the aberrant nature of your mind. You may expend a Wild Shape use to transform your persona into at least vaguely humanoid aberrant horror of your own discription. As such, you gain numerous lashing tentacles that move of their own volition. Creatures that come within 10 feet of you or start their turn within 10 feet of you must make a strength saving throw against the

tentacles or take 2d6 necrotic damage and become frightened by you, or take half as much damage on a success. Creatures frightened by this effect may make a wisdom saving roll against your spell DC at the end of each of their turns to end the effect, but roll with disadvantage if they can see you. After a successful save, they are immune to the fear effect for 24 hours. You may choose specific creatures that are unaffected by this ability. While in this form, you automatically fail all deception, performance, insight, animal handling, and persuasion checks, and strangers distrust you ever after, but have advantage on intimidation checks.

Deepening Dread

Staring at level 10, you not only sense, but can shape and nurture a creature's fear. As a bonus action, you can force a creature that is afraid of you to make a wisdom saving roll against your spell DC. On a failed save, you can deepen their fear into one of the following conditions. They may make a wisdom saving roll at the end of each of their turns to end the effect, but roll with disadvantage if you are in line of sight.

Paranoia: The creature develops the paranoid delusion that all creatures it can see are conspiring against it. At the beginning of its turn, it takes 1d6 psychic damage for each creature within 5 feet of it.

Phobia: You implant the fear of something deep into the mind of your victim. If they fail the initial save, for the 48 hours, whenever they are confronted with the thing, they must make a wisdom save against your spell DC or become frightened of it. If you do this to the target 7 days in succession, the phobia becomes permanent.

Psychosis: The creature's fear bubbles into an unreasoning rage, causing it to lash out at random. On each of its turns, it uses its bonus action to make an attack at a random creature in range if it is able. It is compelled to make any opportunity attack that are possible.

Mental Paralysis: Fear and doubt cloud the creature's ability to make decisions. They cannot use their reaction, can only make one attack on their turn, may only take an action or a bonus action, not both, and have a 10% chance of doing nothing on their turn but move.

Hallucination: The creature suffers vivid hallucinations and has difficulty telling what is real. They must make a DC 14 perception check against other creatures to make sure they are real before they can target them in any way.

Cowering: The creature falls prone and its movement is reduced to 0 while it remains frightened.

Burden of Existence: Every time the creature fails a wisdom check to end the frightened condition, it gains one level of exhaustion. If it succeeds in ending the frightened condition on itself, all levels of exhaustion gained this way are removed.

Horror in the Flesh

Staring at level 14, your aberration incarnate form grows in power. The range of the tentacles extends to 20 feet, and any creature that fails the original strength save is restrained, and automatically fails saving throws to end the frightened condition on themselves. They may repeat the strength saving throw at the beginning of every turn, freeing themselves on a success.



Nethling

Neth, the living demi-plane, is always seeking to know more of the cosmos and the dealings of its inhabitants. From time to time, it creates avatars in the form of creatures it has encountered and absorbed and sends them out into the planes to learn more of what goes on.

Interplanar Commerce

When you join this circle at 2nd level, a nethling gains the ability to conjure or wild shape into creatures that Neth has absorbed. Since the vast majority of interplanar travelers foolish enough to get caught and absorbed by Neth are humanoids, that means that you may only conjure or wild shape into humanoids of the appropriate CR, though your DM may allow another humanoid looking creatures without the humanoid tag if it has human or higher intelligence and could travel the planes.

If you use wild shape to transform into a humanoid, you retain your Intelligence score but otherwise take on all other attributes of the creature's stat block, including saves, skills, abilities, etc. When you 'conjure' a creature, Neth simply creates a flesh avatar with the humanoid's stat block and appearance and reabsorbs it once it is done.

Constructed Nature

As a nethling, you are a construct as well as whatever race you choose to play. As such, you are immune to poison damage, and the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.

Arcane Discoveries

As you go out in the worlds on Neth's errand, you discover new arcane powers. At the 6th level, choose two Spells from any class, including Druid. A spell you choose must be of a level you can cast, as shown on the Druid table, or a cantrip. The chosen Spells count as Druid Spells for you and are always prepared, and do not count against the number of spells you can prepare that day.

Commune with Neth

Starting at the 10th level, once per long rest you may spend 10 minutes meditating to connect with the mind of Neth. Choose one skill or proficiency. Until the end of your next long rest, you have expertise in that proficiency. If it is an intelligence skill, you may treat and roll of 9 or less on a d20 as a 10 for 5 minutes. You may also ask Neth one question per the Commune spell.

Greater Arcane Discoveries

At level 14, choose two Spells from any class, including Druid as per Arcane Discoveries.

