

DRUID CIRCLES FOR WEIRDOS



**3 HOMEBREW
DRUID SUBCLASSES**



CIRCLE OF ENTOMANCY

Those who join the Circle of Entomancy have the ability to command bugs and tiny swarms of insects and arachnids. They often seek to protect the lower reaches of the forrest and the Underdark, however, generally those in the Underdark's variant of the Circle of Entomancy seek to use insectoids and arachnids to their whim rather than to protect them for the good of the ecosystem.

ENTOMANCY

Starting at 2nd level, you learn the *Infestation* cantrip if you did not already know it. Additionally, when casting this cantrip, you may choose one of the following options.

Bullet Ant: The damage of the *Infestation* cantrip changes to a d8.

Lice: The amount of feet the creature is forced to move is increased by 5ft.

Pathogenic Mosquito: If a creature that has immunity or resistance to poison damage fails the *Infestation* cantrip's saving throw, that creature loses resistance or immunity to poison damage until the end of your next turn.

ADVANCE THE SWARM

Starting at 6th level, while you are wild shaped as an insect such as a *Swarm of Rot Grubs* or an arachnid such as a *Giant Spider*, you may cast the *Infestation* cantrip as a bonus action. You may only use this feature while wild shaped as an insect or arachnid, otherwise, the spell fails.

INTERNAL HIVE

Starting at 10th level, you are immune to poison and disease. Additionally, when you cast the *Infestation* cantrip, you may select an additional target within the spell's range.

INSECTOID DEATH

Starting at 14th level, when you cast the *Infestation* cantrip, you may expend a spell slot to deal 2d6 additional damage per spell slot expended or 2d8 if you select the *Bullet Ant* option from your *Entomancy* feature.

CIRCLE OF CHRONOMANCY

Druids are often seen as protecting or commanding the forces of the natural world such as the land, the elements, or the beasts of the material plane. However, there exists druidic circles that command other forces of the natural world such as the wheel of time itself. Druids who join the Circle of Chronomancy often seek to protect the timeline from those who wish to use it to travel through and muck with its natural order.

WIND-UP

At 2nd level, you gain a +1 bonus to your initiative rolls. This bonus increases by 1 at 5th level, and again at 11th level and 17th level.

QUICKENED

Starting at 2nd level, when you roll initiative, you gain a bonus to your damage and attack rolls depending on what number you rolled for initiative. Look at the table below to determine what bonus you receive.

QUICKENED BONUS

Initiative	Bonus
5	-1
10	0
15	+1
20	+2
25	+3

RE-WIND

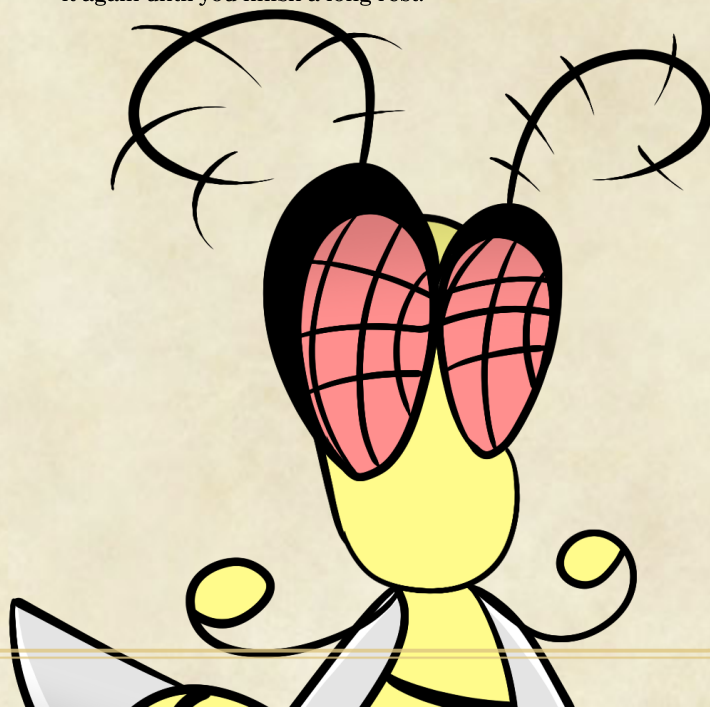
Starting at 6th level, you gain the ability to control time around others. As an action, you may target a creature within 60ft of you, that creature must re-roll their initiative. If the creature is unwilling to do so, that creature must succeed a Wisdom saving throw against your Spell Save DC. You may use this feature a number of times equal to your Wisdom modifier.

CHRONOISM

Starting at 10th level, you learn the *Haste* and *Slow* spell and can cast them each once without expending a spell slot once per long rest. If you cast *Haste* on yourself, you gain the special option of allowing yourself the ability to use a normal action in addition to using the action granted to you by the *Haste* spell to use your *Re-Wind* feature.

TIMEBUSTER

Starting at 14th level, when you drop to 0 hp, instead of falling unconscious, you instead become affected by the *Blink* spell and are immediately placed in the Ethereal Plane. At the start of your turn, when you exit the Ethereal Plane, you regain the same amount of hit points you lost before entering it. This effect remains for one minute or until you fall unconscious again. Once you use this feature, you cannot use it again until you finish a long rest.



CIRCLE OF THE CACTUS

In the deep reaches of the harsh deserts and moist jungles of the material plane lies a circle of druids who are quite mysterious. They find comfort in the lands and the plants like other druids yet they find themselves to be more of a protective type. Especially when it comes to their beloved flora of choice, the cactus.

VOICE OF THE PRICKLY

Starting at 2nd level, you have the ability to communicate simple ideas to plants and creatures with the plant monster type. While most plant creatures do not have the ability to communicate properly, they can understand your speech and you have advantage on Charisma checks made to communicate with them.

BRIAR SHAPE

Starting at 2nd level, when you use your Wild Shape feature, you may instead choose to transform into a creature with the plant type or to instead treat a beast type creature you transform into as a plant type instead. While you are transformed this way, when a creature hits you with a melee attack, as a reaction, you can choose to deal 1d4 piercing damage to that creature.

This damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

WATER SCAB

Starting at 6th level, when you Wild Shape as a plant, the cactus water in your new form has regenerative properties. If you take damage while you are Wild Shaped as a plant, at the beginning of your next turn, you gain temporary hit points equal to your half your druid level rounded up.

DIRE BRIAR SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a Shambling Mound, or a Wood Woad.

IMPLANT CACTUS

Starting at 14th level, you cast the *Wall of Thorns* spell without expending a spell slot. You may cast this spell even when Wild Shaped by only while Wild Shaped as a plant type creature. You must finish a long rest before using this feature again.

