

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE GREEN

Knights of the Green are called upon by the Parliament of Trees to bring balance to the primary forces of life in the world: The Green and The Red. All that is Green represents the slow moving, but utterly ruthless life of plants and vegetation. The Red represents animal creatures of all kind. It is the purpose of the chosen druids of the Circle of the Green to battle the Red and bring restraint to the Green, so that life everywhere may continue.

CIRCLE SPELLS

Beginning when you select this circle at 2nd level, your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected with the Green.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

GREEN CIRCLE SPELLS

Druid Level	Spells
3rd	<i>entangle, goodberry</i>
5th	<i>protection from poison, spike growth</i>
7th	<i>plant growth, speak with plants</i>
9th	<i>grasping vine</i>

GREEN FORM

At 2nd level, your body is has been enveloped by a thick mass of leaves and vines, an embodiment of the Green, that moves with you as a second skin. Your Armor Class while unarmored is equal to 10 + your Dexterity modifier + your Wisdom modifier. Additionally, you have advantage on Dexterity (Stealth) checks made to hide among vegetation of any sort.

GREEN EMPATHY

Starting at 6th level, you know any language necessary to communicate with plant creatures, and have advantage on Persuasion checks with them.

GREEN MAGIC

At 10th level, when you cast a spell granted to you by your Circle Spells, you may cast it as a bonus action. After using this ability, you must complete a short or long rest before using it again.

GUARDIAN FORM

Beginning at 14th level, you can Wild Shape into a treant for 1 minute. After using this ability, you must complete a long rest before using it again.

