

TREE ARCHETYPES



HOME BREW

V3



CIRCLE OF EARTH PILGRIMS

Druids of this circle are the most tenacious of nature's defenders among all others. They move along borders of civilized world and nature, where groves and forests are exploited without respect. Using their strong connection with plants they can perceive the smallest changes in the territory, and when they find deforested or diseased areas they stop there to heal and defend it as long as needed. These pilgrims are not usually aggressive, but defend their protected forests at all costs. Many outsiders call for their healing skills, but only who prove loyal to their cause are helped.

CIRCLE OF EARTH PILGRIMS FEATURES

Druid Level	Feature
2nd	Channel Energies
6th	Roots Growth
10th	Plants Connection
14th	Nature's Gift

CHANNEL ENERGIES

At level 2nd your arcane focus is a living plant such as a branch of your druid sacred tree. This focus has a pool of life energy equal to twice your druid level + your Wisdom modifier. As an action you can use this energy to heal a creature you can touch by an amount equal or less to your druid level + your Wisdom modifier. Your focus regain these energies after a long rest, alternatively you can cast touch healing spells on it to regain some energy. Your arcane focus appearance change based on how many energy has stored: it may have green, vigorous spring leaves or creepers if full of energy. Red autumn leaves or withered flowers on lack of energy.

ROOTS GROWTH

At level 6th as a bonus action you can connect with plants near you. Roots grows under earth from your arcane focus in a 30-foot-radius area centered on you. You are considered grappled and can break roots connection using a bonus action. You gain tremorsense 30ft and can cast spells with range touch using your roots as an extension of your body. In this way you can use your *Channel Energies* and *Shillelagh*, even if you do not know this cantrip, using roots to attack.

PLANTS CONNECTION

Starting at level 10th while using *Roots Growth*, as an action you can spend energy of your arcane focus to create various effects:

- **5 Energies:** As an action you create a fungus that ejects spores at one creature you can see within 5 feet of it. The target must succeed a Constitution saving throw against your spell save DC or be poisoned for 1 minute.
- **5 Energies** As an action your roots ensnare an enemy that must succeed on a Strength saving throw against your spell save DC or be grappled until the end of your next turn.
- **5 Energies:** You can use your reaction to protect an ally that you can see against incoming attacks. A large root grows in front him and give half cover against that attack.

- **15 Energies (requires level 14th):** Once per long rest you can cast *Guardian of Nature* to become a *Great Tree* without spending spell slot.

NATURE'S GIFT

At level 14th you can call forth of nature help and absorb energy from plants, light, earth, wind and animals near you. For 1 minute at the start of each of your turns your arcane focus regain 1D6 energies and you can cast *Lesser Restoration* at will. In this way your *Roots Growth* range is doubled. You can use this feature once per long rest.



COLLEGE OF MINDS AWAKER

A beholder lair, a vampire castle, the horrors of the shadowfell and most atrocity battlefields. These are some of the dreadful places that adventurers can explore, and those few who come out alive sometimes find themselves fighting against monsters far worse than real ones. Bards of this college use music and their studies of minds to treat those adventurers traumatized by their travels, to extrapolate repressed stories by their minds and to awaken dormant memories and knowledge in the depths of the unconscious. Bards of this college are well dressed men or old sage who travel the world to find victims to be treated.

BONUS PROFICIENCY

Starting at 3rd you gain proficiency in Persuasion skill and resistance to psychic damage. Also, you need no more a focus to cast bard spells. Your voice and your mind are your focus.

AWAKENING

Also at level 3rd when an ally up to 60 feet from you that you can see must succeed on a saving throw against charm, fear and confusion, you can use your reaction to give a bardic inspiration die, admitted that ally isn't deafened.

ON THE SPOT SESSION

At level 6th you are able to awake security and other positive qualities in your allies. You can use your *Song Rest* in other ways adding one of the following effects for each ally:

- You can heal an ally afflicted by a non-permanent madness. You can use this trait once each 24 hours on a creature;
- An ally can perfectly remember any events happened in the last week. You can use this trait once each 7 days on a creature;
- Resistance to psychic damage for 8 hours;
- Advantage on the next saving throw.

COLLECTIVE UNCONSCIOUS

At level 14 you can scrutinize the deepest minds and awaken dormant knowledges of a creature. Using your action you can chose a number of allies equal to your Charisma modifier (minimum 1) within 30 feet of you, for 10 minutes they gain expertise in skills given by their background, also if provided with a bardic inspiration die they get the following benefits:

- **Accolyte:** Inspiration Roll dice are doubled on Wisdom Saving Throw.
- **Charlatan:** Inspiration Roll dice are doubled on Charisma Saving Throw.
- **Criminal:** Inspiration Roll dice are doubled on Dexterity Saving Throw.
- **Entertainer:** Inspiration Roll dice are doubled on Charisma Ability Check.
- **Folk Hero:** Inspiration Roll dice are doubled on Strength Saving Throw.
- **Guild Artisan:** Inspiration Roll dice are doubled on Charisma Saving Throw.
- **Hermit:** Inspiration Roll dice are doubled on Wisdom Saving Throw.
- **Noble:** Inspiration Roll dice are doubled on Charisma Saving Throw.
- **Outlander:** Inspiration Roll dice are doubled on Constitution Saving Throw.

- **Sage:** Inspiration Roll dice are doubled on Intelligence Saving Throw.
- **Sailor:** Inspiration Roll dice are doubled on Constitution Saving Throw.
- **Soldier:** Inspiration Roll dice are doubled on Attack Rolls.
- **Urchin:** Inspiration Roll dice are doubled on Dexterity Ability Check.

Following this formula DMs can create new effects for others backgrounds.



STAR BRINGERS

Star Bringers guard dark places where the shadowfell touch the material plane against threats that originate from darkness. They found strenght under the nocturnal sky where they patrol and live. These ranger can be elves worshipers of Sehanine Daughter of the Night Skies or drow of Elistraee The Dark Maiden. These rangers are extremely stealthy and hardly come out of their woods even though they are great at orienting themselves with stars.

STARSBRINGER SPELLS

Level	Spell
3rd	Faerie Fire
5th	Moonbeam
9th	Hypnotic Pattern
13th	Greater Invisibility
17th	Dream

NOCTURNAL SENTINEL

At level 3rd as an action you can summon a ghostly owl that help you to explore, the statistics for which are in the Monster Manual. Using your action you can see through his eyes, the owl remains for 10 minutes or disappear if he goes over 200 feet from you. As long as it remains you two gain devil's sight 60ft and you know which way is north. You can use this feature once per short or long rest.

STAR'S MARK

Also at 3rd as a bonus action you can suffuse your non magical weapon or ammunition with astral magic to obtain a +1 bonus to hit and damage roll for an attack. If you hit a creature it must succeed on a Dexterity saving throw or being suffused with magical light. You or an ally of yours gain advantage on the next weapon attack against him. The bonus become +2 at level 7th, +3 at 11th and +4 at 15th. This damage is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage. You can use this feature a number of time equal to your Wisdom modifier (minimum once). All uses are retrieved after a long rest.

NIGHTBRINGER

Starting at level 7th you can create a 30-foot-radius cube of dark magical fog in a point that you can see. The fog spreads around corners and create an illusion where day become night and sun become moon. Illusory stars shed dim light in the area and others magical and non magical light sources work normally. The fog remains for 10 minutes and can't be dispelled by any spell or wind. Creatures inside the fog can normally see outside of it as if it were night. The same effect applies from outside

You gain advantage on ability checks and saving throws against illusions and each turn your first weapon attack inflict 1d8 extra radiant damage. This damage become 2d8 at 11th and 3d8 at 15th. These effects are granted while the ranger is inside the fog, otherwise he gains the same effects without limits of time and space while under the night sky.

Once you use this feature you can't use it again until you finish a short or long rest.



EQUINOX

At level 11th as reaction when a creature that you can see within 60 feet of you cast a spell, you can summon a starbeam upon him to absorb magic energy. The creature must succeed on a Wisdom saving throw against your spell save DC or fail the casting, eventually losing the spell slot. During night or inside your magical fog Equinox applies the extra following effects:

- On a failed save the creature become blinded until the start of his next turn;
- On a failed save it suffers 2d8 radiant damage or half on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

STARFALL

Starting at 15th when you are inside your magical fog or under the night sky, as a bonus action you can call forth stars energy to strike your enemies. A cosmic beam falls from the sky against a creature that you can see and must succeed on a Dexterity saving throw, on a failed save a target takes 3d8 radiant damage and can't take reactions until its next turn. On a successful save, the creature takes half damage but suffers no other effect. You can use this trait as an action and spend all your charges against one or more enemies.

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

PRACTICE SAFE HOMEBREWING

People love to flex their creative muscles while composing new homebrew content. More often than not, the inspiration for your homebrew comes from another source. Sometimes significantly. Other times just as a spark.

What is important for the community is that you share your sources of inspiration. This back cover can serve as an easy to find, easy to read place for you to do just that.

So go ahead, remove this chunk of copy and tell everyone who inspired you.

Cover Art: [Skiorh](#)

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