

DRUID CIRCLES

CIRCLE OF THE BEAST

Circle of the Beast druids share a deep love and respect for the beasts of the wild. When initiating into the circle, they bond with a life-long animal companion. Their companions are often an extension of themselves as well as their physical and emotional connection to nature.

ANIMAL COMPANION

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature, unless specified otherwise.

Additionally, you can cast the spell *beast bond* on it as a ritual. At 3rd level, you can cast *beast sense*. You do not need to have these spells prepared to cast them as rituals on your animal companion.

EXPANDING COMPANION OPTIONS

Depending on the nature of your campaign, or if you ask nicely, the DM might choose to expand the options for your animal companion. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

COMPANION WILD SHAPE

Starting at 6th level, you may touch your companion to use your Wild Shape to shape shift it into a form of your choosing. You may choose any form that obeys the druid Wild Shape limitations or to enhance its current form as if it were under the effects of *enlarge*. If your companion is shape shifted, it follows the transformation rules of Wild Shape. It retains the benefits of your Companion's Bond feature, but it does not lose its Multiattack action, if the new form has one.

NATURAL SELECTION

At 10th level, your animal companion gains one of the following traits, if it doesn't have it already. If your companion dies and you bond with a new one, you may select a different trait for it.

Onslaught. Your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

Pack Tactics. Your companion gains advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If your companion moves at least 20 feet straight toward a creature and hits it with a melee attack on the same turn, the creature must make a DC 8 + your proficiency bonus + your pet's Strength modifier Strength saving throw or be knocked prone. If the target is knocked prone, your companion can make a single melee attack against it.

Rampage. Once per round, when your companion reduces a creature to 0 hit points with an attack on its turn, it can to move up to half its speed and make a single melee attack.

Relentless. If your companion takes damage equal to your druid level or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This can only be used once and recharges on a short or long rest.

Resistance. Choose acid, cold, fire, lightning, necrotic, or poison. Your companion gains resistance to the selected damage type.

FIGHT AS ONE

When you reach 14th level, when you cast a spell or make an attack, your companion can move up to half its speed and make a melee attack against a creature targeted by that spell or attack as a part of that action.

In addition, when you and your companion can see each other, you both gain advantage on saving throws to resist or overcome being charmed or frightened.

CIRCLE OF THE DEATHBLOOM

The Circle of the Deathbloom is composed of druids who revere the process of decomposition as the ultimate form of rebirth and renewal. They often spend their lives in solitude, releasing the energy trapped in the dead and imbuing the earth with fertility and growth. The druids have a strong affinity for the fungus and vermin who act as natural decomposers. Although they are commonly associated with the dark art of necromancy, these druids consider undeath the ultimate violation of nature and the cycle of life.

NATURAL NECROMANCY

At 2nd level, you learn how to cast certain necromancy spells. *Abi-dalzam's horrid wilting*, *ray of enfeeblement*, *ray of sickness*, *revivify*, and *vampiric touch* are added to your druid spell list.

FUNGAL WILD SHAPE

When you take this circle at 2nd level, you may also take the shape of blights, fungi, and spores when using Wild Shape. When assuming a beast form with Wild Shape, you can choose to apply the Spore Servant template to it.

REGROWTH

Starting at 2nd level, you can harness the energy of the fallen to germinate new life. Up to 1 minute after a Small or larger creature's death, you can use an action to magically decompose its corpse to grow plants or plant creatures. You may summon any number of plant creatures whose combined challenge rating does not exceed your druid level divided by 4 (rounded down to the nearest 1/2). CR 0 creatures count as 1/8 for the purpose of calculating combined challenge rating.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

The creatures will return to their spawning location when you take a long rest and will not obey further commands from you. You must finish a long rest before you can use this feature again. Corpses decomposed this way cannot be raised as corporeal undead.

RETURN TO THE EARTH

When you reach 6th level, you can return the energy used to summon plant or beast creatures back to the earth. You can use a bonus action, or a reaction if the creature is reduced to 0 hit points, to destroy and release a burst of healing energy from the creature. The creature within 5 feet regain 1d8 hit points for every 1 challenge rating the summoned creature had. Creatures with a challenge rating lower than 1 do not release enough energy to heal.

PUTRID INOCULATION

Beginning at 10th level, you are immune to disease and poison. You also have resistance to necrotic damage.

FERTILIZE

At 14th level, you can use your action to decompose one dead or rotting plant, beast, or humanoid that you touch. Whenever you decay something this way, the biomass is absorbed into the ground and you can harness its energy in one of the following ways as part of the action. Corpses decomposed this way cannot be raised as corporeal undead.

Grow a mundane plant or fungus. The size of the plant that grows cannot exceed the size of the corpse decayed.

Cause plants to overgrow. If the corpse is medium or larger, the area in a 5 foot radius around the corpse becomes difficult terrain. If the corpse is small or smaller, the 5 foot area surrounding the corpse is treated as difficult terrain. If a creature is standing on an area when it becomes overgrown, they must make a DC 13 Dexterity saving throw or become entangled in the undergrowth. If the creature fails its save, it is grappled until it succeeds a DC 13 Strength check to break free of the brush.

Siphon its trapped life energy. You gain temporary hit points equal to the corpse's hit die. Follow the Hit Dice by Size table in the Monster Manual. For example, if you decomposed a medium creature, you would gain 1d8 temporary hit points.

Enrich the land for one season. All plants in a 50 foot radius centered on the corpse become enriched for one season. The plants yield twice the normal amount of food when harvested.

CIRCLE OF THE FOUNTAIN

Myths of a mystical fountain where anti-aging water flows have filled tomes for centuries. The Circle of the Fountain is rumored to have partaken in the waters which enhance their healing magic. No one but the Circle knows for sure, but Fountain druids use the rejuvenating properties of water to repair and enhance the body and nature itself.

ADDITIONAL CANTRIPS

When you join this circle at 2nd level, you learn the *spare the dying* and *shape water* cantrips. If you already know one or both of these cantrips, you may learn 1 additional druid cantrip.

ENCHANT WATER

Beginning at 2nd level, when you are preparing your spells after a long rest, you can enchant vials of water with healing power. You have the power for a number of enchantments equal to one half your druid level (rounded up). You may also choose to expend spell slots to enchant additional vials. Each expended spell slot grants you a number of enchantments equal to the spell's level. You may imbue a vial with more than 1 enchantment, but with no more than 6. When fully consumed, the water restores hit points equal to 1d8 per enchantment plus your Wisdom modifier. When healed by an enchanted vial, the target is considered to have been healed by a spell cast by you. When you take a long rest, all enchanted vials lose their magical properties and become mundane water.

CIRCLE SPELLS

At 3rd, 5th, 7th, and 9th level you gain access to circle spells. 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. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level Circle Spells

3rd	<i>aid, cure wounds</i>
5th	<i>revivify, wall of water</i>
7th	<i>control water, death ward</i>
9th	<i>mass cure wounds, raise dead</i>

LIFE GIVING

At 6th level, whenever you spend a druid hit die to heal during a short rest, you may instead choose to restore 8 + your Wisdom modifier + the target's Constitution modifier hit points to a target.

SOOTHING WATERS

When you reach 10th level, you gain swim speed equal to your walking speed and you can breathe and speak in water as if it were air.

In addition, when at least half of your body is submerged in water and you are conscious, you regain 1 hit point at the start of each of your turns (10 hit points each minute).

HEALING FLOW

Starting at 14th level, any creature that is healed by one of your druid spells regains hit points equal to the spell's level at the start of each of their turns for a number of turns equal to your Wisdom modifier. A creature can only benefit from the flow of one spell at a time.

CIRCLE OF THE PLANES

Druids initiated into the Circle of the Planes have imbued a portion of themselves in planes of existence, primarily the Feywild and the Elemental Planes, where the natural and primordial reign. This tether allows them to easily summon creatures from these planes into the Material plane.

SUMMON NATURE'S ALLY

At 2nd level, when you join this circle, you learn the *find familiar* spell. You always have this spell prepared and it does not count against the number of spells you can prepare each day. When you cast the spell, you choose one of the normal forms for your familiar, or one of these special forms: golemite, treant sprout, sprite, or flying snake. If the familiar is a beast or plant, it is fey instead.

Additionally, when you take the Attack action, you can forgo your own attack to allow your familiar to make one attack of its own.

PLANECALLER

Also at 2nd level, you can use your action to summon a creature of the beast, plant, fey, or elemental type of challenge rating 1/8 or less. If the summoned creature is a plant or beast, it is also considered fey. The creature will not attack or otherwise put itself in harm's way, but will obey your commands. The creature disappears after 1 hour, when you use this feature again, or if it takes any damage.

EMPOWERED CONJURATION

Upon reaching 6th level, when you summon or conjure creatures using a higher-level spell slot you can choose to increase the challenge rating of the summoned creatures instead of the amount. If you could summon twice as many creatures with the higher-level spell slot, you may double the maximum challenge rating of creatures summoned instead. If you could summon three times as many, triple the maximum challenge rating, and so on.

THICK HIDE

Starting at 10th level, any creature that you summon or create with a conjuration spell has a natural armor bonus of half of your Wisdom modifier (rounded down).

ATTUNED TO THE PLANES

Beginning at 14th level, you no longer need to concentrate to maintain conjured beings, but you may only have one conjuration spell active. You may cast and concentrate on other spells.

TREANT SPROUT

Tiny plant, chaotic good

Armor Class 13 (natural armor)

Hit Points 13 (3d4 + 6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	7 (-1)	10 (+0)	5 (-2)

Damage Resistances. bludgeoning, piercing

Damage Vulnerabilities. fire

Senses passive Perception 10

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

False Appearance. While the sprout remains motionless, it is indistinguishable from a normal sprout.

Magic Resistance. The sprout has advantage on saving throws against spells and other magical effects.

Actions

Roots. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 11 Dexterity saving throw or become grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the sprout can't use its roots on another target.

GOLEMITE

Tiny elemental, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, slashing, and piercing

Damage Immunities poison, other (see *elemental origin*)

Condition Immunities poisoned

Senses passive Perception 10

Languages Primordial

Challenge 1 (200 XP)

Elemental Origin. Each golemite is summoned from an elemental plane: Fire, Air, Water, or Earth. The plane it is summoned from determines the type of elemental damage it deals and its immunity to damage. Fire golemites deal and are immune to fire damage. Air golemites deal and are immune to thunder damage. Water golemites deal and are immune to cold damage. Earth golemites deal bludgeoning damage and are immune to lightning damage.

Actions

Fists. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) elemental damage (see *elemental origin*).

Breath. (1/Day) The golemite exhales a 15-foot cone of primordial energy. Each creature in the area must succeed a DC 11 Dexterity saving throw, taking 5 (2d4) elemental damage (see *elemental origin*) on a failed save, or half as much on a successful one.

CREDITS

Homebrewery Template by stolksdorf
(homebrewery.naturalcrit.com/)
Druid Circles by Stray Chow Chow