

# DRUID CIRCLES

## 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 CR 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 CR of the summoned creatures instead of the amount. If you could summon twice as many creatures with the higher-level

### CREDITS

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spell slot, you may double the maximum CR of creatures summoned instead. If you could summon three times as many, triple the maximum CR, 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.







## 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.

## 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.

### CREDITS

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