



DRUID CIRCLES

HOMEBREW

Eight New & Alternate Circles for the Druid Class
in the World's Greatest Roleplaying Game

DRUID CIRCLE

At 2nd level, a druid gains chooses their Druid Circle. The following additional options are available to a druid, along with those presented in the *Player's Handbook*: the Circles of the Ancients, Depths, Guardian, Harvest, Scales, Sower, Tides, and the Alternate Circle of the Land.

CIRCLE OF THE ANCIENTS

Deep in the unexplored jungles of the world, lizardfolk tribes are led by a fearsome Circle of druids that worship ancient reptiles known as Dinosaurs. Members of this Circle draw upon the memory of these ancient beasts that flows within their own blood to strike fear into the hearts of their foes.

CIRCLE OF THE ANCIENTS FEATURES

Druid Level	Feature
2nd	Circle Spells, Ancient Forms Primitive Adaptation
6th	Primal Strikes
10th	Dreadful Wild Shape
14th	Monstrous Form

CIRCLE SPELLS

Your link with ancient dinosaurs grants you access to certain spells. At 2nd level, you learn the *primal savagery* cantrip.

When you reach certain Druid levels, you gain access to the spells in the table below. These spells count as druid spells for you and you always have them prepared, but they don't count against the number of spells you prepare each day.

Druid Level Spells

2nd	<i>primal savagery</i>
3rd	<i>alter self, enlarge/reduce</i>
5th	<i>fear, haste</i>
7th	<i>dominate beast, freedom of movement</i>
9th	<i>commune with nature, insect plague</i>

ANCIENT FORMS

When you adopt this Circle at 2nd level, your blood, whether by heritage or ceremony, now bears the memory of ancient dinosaurs. As a bonus action, you can expend a use of Wild Shape to take the form of a reptilian beast or dinosaur with a CR as high as 1. You can ignore the max CR column of the Beast Shapes table, but must abide by all other limitations.

You don't need to have seen a dinosaur before to Wild Shape into it. However, you can are limited to Wild Shaping only into dinosaurs and their descendants: birds and reptiles. Examples include velociraptors, crocodiles, and vultures.

At 6th level, you can Wild Shape into an Ancient Form with a CR as high as your druid level divided by 3, rounded down.

PRIMITIVE ADAPTATION

You are enhanced by the ancient power in your blood. When you join this Circle at 2nd level, you gain a climbing speed and a swimming speed equal to your movement speed.



PRIMAL STRIKES

Your unique Wild Shapes have grown in power. Starting at 6th level, your attacks while in Wild Shape count as magical for the sake of overcoming resistances and immunities.

DREADFUL WILD SHAPE

Your connection with ancient dinosaurs increases. Starting at 10th level, you can expend two uses of Wild Shape as a bonus action to transform into an Ancient Form with a CR equal to your druid level divided by 2, rounded down.

MONSTROUS FORM

Beginning at 14th level, you can enhance your Ancient Form with druidic power. While in Ancient Form, you can cast the *enlarge* portion of *enlarge/reduce*, targeting only yourself, without expending a spell slot or material components.

You can cast *enlarge/reduce* in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.





CIRCLE OF THE DEPTHS

From the highest mountain peaks, to ancient forest groves, to blistering deserts, Circles of Druids can be found in every environment. The strangest of these druidic Circles is found in the darkest depths, where blind things gnaw at the roots of the world. Druids of the Depths spend their lives monitoring the strange ecosystems that exist in the deep, and wield the aberrant powers that develop in the never ending darkness.

CIRCLE OF THE DEPTHS FEATURES

Druid Level	Feature
2nd	Circle Spells, Aberrant Form
6th	Alien Strikes
10th	Abhorrent Wild Shape
14th	Aberrant Evolution

CIRCLE SPELLS

Your time in the endless dark grants you access to certain spells. At 2nd level, you learn the *mind sliver* cantrip.

When you reach certain Druid levels, you gain access to the spells in the table below. These spells count as druid spells for you and you always have them prepared, but they don't count against the number of spells you prepare each day.

CIRCLE OF THE DEPTHS SPELLS

Druid Level Spells

2nd	<i>mind sliver</i>
3rd	<i>crown of madness, mind whip</i>
5th	<i>dark hunger, enemies abound</i>
7th	<i>black tentacles, summon aberration</i>
9th	<i>telekinesis, telepathic bond</i>

ABERRANT FORM

The strange power of your Circle allows you to adopt more powerful beast forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You can ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there.

In addition, when you use your Wild Shape feature you can choose to transform into the Aberrant Form of a beast you could normally take the shape of. When you do, you use the normal statistics of the beast, but it gains sunlight sensitivity trait, and a number of traits of your choice from this list below equal to half your proficiency bonus, rounded up.

Sunlight Sensitivity. You have disadvantage on attack rolls and Perception checks relying on sight when you, your target, or whatever you are trying to perceive is in direct sunlight.

Amphibious Skin. The beast's skin becomes completely translucent. The beast can breathe both air and water.

Arachnoid Grip. The beast sprouts multiple extra legs. The beast gains a 30 foot climbing speed, and it can climb difficult surfaces without needing to make an ability check.

Gnawing Hunger. The beast grows serrated mouths at the end of each limb. When the beast deals damage with a melee attack, it gains temporary hit points equal to half the damage.

Insectile Carapace. The beast grows a chitinous shell in place of fur or scales. The beast gains a bonus to its Armor Class equal to half your proficiency bonus, rounded up.

Psionic Awakening. The beast appears emaciated and its eyes become milky and white. You can cast any spell from the Circle of the Depths Spells table as normal while in this form.

Quivering Flesh. The beast's flesh quivers as if it is made of slime or viscous ooze. The beast can move through spaces as narrow as 1 inch wide without needing to squeeze.

ALIEN STRIKES

Starting at 6th level, while you are in an Aberrant Form, your attacks count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks.

In addition, you can now Wild Shape into a beast with a CR as high as your druid level divided by 3, rounded down.

ABHORRENT WILD SHAPE

You have forged a strange connection with the unnatural and alien creatures of the darkness. Starting at 10th level, you can expend two uses of Wild Shape at the same time to take the form of an aberration with a CR of 5 or lower.

ABERRANT EVOLUTION

You have adapted your Aberrant Forms to thrive in sunlight as well as darkness. Upon reaching 14th level, you no longer gain the sunlight sensitivity trait in your Aberrant Forms



CIRCLE OF THE GUARDIAN

While all druids forge a relationship with the natural world, those who join the Circle of the Guardian dedicate their lives to protecting the elder and sacred places of the wild. Known as Guardians, these druids draw their magic from the ancient forests they protect. These elder groves are places of sources of great druidic power, often with links to the plane of Fey.

CIRCLE OF THE GUARDIAN FEATURES

Druid Level	Feature
2nd	Circle Spells, Elder Limbs, Guardian Form
6th	Arboreal Strikes
10th	Grasp of the Forest
14th	Verdant Mastery

CIRCLE SPELLS

Your link with your primal grove grants you access to certain spells. At 2nd level, and again when you reach certain Druid levels, you gain access to the spells listed in the table below. These spells count as druid spells for you and you always have them prepared, but they don't count against the total number of druid spells you prepare each day.

Druid Level	Spells
2nd	<i>compelled duel, ensnaring strike</i>
3rd	<i>earthbind, warding bond</i>
5th	<i>erupting earth, plant growth</i>
7th	<i>aura of life, grasping vine</i>
9th	<i>tree stride, wrath of nature</i>

ELDER LIMBS

When you adopt this Circle at 2nd level, your limbs become tough and knotted like the eldest trees of the wood. When you hit a creature with an unarmed strike, they take bludgeoning damage equal to 1d8 + your Strength modifier.

Also, when you hit a creature with an unarmed strike, you can expend a spell slot as part of that attack to cast *ensnaring strike* on your target, in addition to the damage of the attack.

GUARDIAN FORM

The primordial forests you protect can lend you their power. Beginning at 2nd level, you can use an action to expend a use of your Wild Shape and take the form of a druidic Guardian. When you assume this Guardian form, you retain your game statistics, but you take on tree-like appearance. While in your Guardian form you gain the following benefits:

- Your skin becomes rough and bark-like in appearance, and your Armor Class cannot be lower than 16.
- As a bonus action, you can grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1).
- The reach of your unarmed strikes increases by 5 feet.
- You can use your Wisdom, in place of Strength, for the attack and damage rolls for your unarmed strikes.

Your Guardian form lasts for 10 minutes. It ends early if you are reduced to 0 hit points, or you end it as an action.



ARBOREAL STRIKES

At 6th level, the primordial grove you guard enhances your abilities. You can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your druid cantrips in place of one of those attacks.

Also, your unarmed strikes count as magical for the sake of overcoming resistance and immunity to nonmagical attacks.

GRASP OF THE FOREST

Your very presence stimulates wild plant growth. Starting at 10th level, you can expend a use of your Wild Shape as an action to cast *plant growth*. When cast in this way, you can choose a number of creatures equal to your Wisdom modifier (minimum of 1) who can ignore the difficult terrain effects of the spell as the plants move aside to avoid hindering them.

VERDANT MASTERY

Your body is suffused with the druidic magic of the ageless trees that you defend. Beginning at 14th level, during each long rest, you automatically cast the 8 hour version of *plant growth*, unless you choose not to. When cast in this way, the spell does not consume a spell slot or a use of Wild Shape.

In addition, while you are in your Guardian form you are resistant to all bludgeoning, piercing, and slashing damage.





CIRCLE OF THE HARVEST

The cyclical nature of life is a central belief of every druid, no matter their Circle. However, to members of the Circle of the Harvest this cycle of life is of the utmost importance. Known as Avengers, these druids spent their lives enforcing this life cycle. They are protectors of nature and wrathful warriors who cut down any who abuse natural law. They are mortal enemies of necromancers and undead of all kinds. Rigid in their beliefs, Druidic Avengers ruthlessly hunt down and destroy anything that violates the natural laws of the world.

CIRCLE OF THE HARVEST FEATURES

Druid Level	Feature
2nd	Druidic Avenger, Harvest Scythe
6th	Extra Attack
10th	Mantle of Defense
14th	Cull the Unnatural

DRUIDIC AVENGER

Starting at 2nd level, you can assume the ancient mantle of an Avenger. As a bonus action, you can expend a use of your Wild Shape to take on your Avenger form. While in this form, you retain your game statistics, but your body is covered in a billowing cowl of darkness that obscures your features. While in your Avenger form you gain the following benefits:

- Your base movement speed increases by 10 feet.
- So long as you are not wearing medium or heavy armor or wielding a shield, you gain a bonus to your Armor Class equal to your Wisdom modifier (minimum of +1).
- When you make a Constitution saving throw to maintain concentration on a spell, you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

Your Avenger form lasts for 1 minute. It ends early if you are incapacitated or you choose to end it as a bonus action.

HARVEST SCYTHE

Starting at 2nd level, when you finish a short or long rest, you can perform a short ritual to conjure a harvest scythe. This scythe is a magic weapon with both the finesse and versatile properties, and it deals 1d8 (1d10) slashing damage on hit. This scythe can be used as a spellcasting focus by you, and you gain the following benefits while you wield it:

- You know *chill touch*. It counts as a druid spell for you, but it doesn't count against your number of Cantrips Known.
- You always have *inflict wounds* prepared. It counts as a druid spell for you, but it doesn't count against the total number of druid spells you can prepare each day.
- You can cast *inflict wounds* at 1st-level spell, without expending a spell slot a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

If you lose your harvest scythe, you can perform a 1-hour ritual to conjure another. This ritual can be performed during a short or long rest, and the previous scythe turns to ash.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

MANTLE OF DEFENSE

You can use your druidic magic to absorb incoming blows while in your Avenger form. Starting at 10th level, when you take damage, you can use your reaction to expend a spell slot. The incoming damage is reduced by an amount equal to five times the level of the spell slot you expended.

CULL THE UNNATURAL

Upon reaching 14th level, your desire to destroy the enemies of nature empowers your attacks. You can add your Wisdom modifier (minimum of +1) to the damage of any attacks you make with your harvest scythe.





CIRCLE OF SCALES

While most druids protect places of natural power or wield the forces of nature, some form their Druidic Circles in the service of powerful dragons. In an effort to defend their lair, elder dragons will bestow some of their power upon druids who maintain the surrounding environment. The older the dragon, the greater its influence, and the larger its Circle.

CIRCLE OF SCALES FEATURES

Druid Level Feature

2nd	Circle Spells, Gift of the Elder Dragon, Draconic Wild Shape
6th	Infused Strikes
10th	Terrifying Wild Shape
14th	Elder Power

CIRCLE SPELLS

Your elder dragon grants you access to certain spells. At 2nd level, and again when you reach certain Druid levels, you gain access to the spells in the table below. They count as druid spells for you and you always have them prepared, but they don't count against the number of spells you can prepare.

Druid Level	Spells
2nd	<i>thaumaturgy</i>
3rd	<i>dragon's breath</i>
5th	<i>fear</i>
7th	<i>elemental bane</i>
9th	<i>dominate person</i>

GIFT OF THE ELDER DRAGON

When you join this Circle at 2nd level, you pledge yourself in service to a great dragon. Choose the scale color of dragon you serve from the table below. You gain resistance to the damage type associated with your elder dragon's Element.

Color	Element	Color	Element
Amethyst	Force	Gold	Fire
Black	Acid	Green	Poison
Blue	Lightning	Red	Fire
Brass	Fire	Sapphire	Thunder
Bronze	Lightning	Silver	Cold
Copper	Acid	Steel	Acid
Crystal	Radiant	Topaz	Necrotic
Emerald	Psychic	White	Cold

DRACONIC WILD SHAPE

The draconic power you have been gifted allows you to adopt more powerful beast forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You can ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations.

Also, when you Wild Shape you can expend a druid spell slot of 1st-level or higher to empower your beast form with draconic magic, granting you the following benefits:

- The beast is covered in a thin sheen of draconic scales that resemble those of the dragon you serve. Your beast form's Armor Class is equal to 13 + its Dexterity modifier.
- The beast gains resistance to the damage type associated with the Element of the elder dragon you serve.
- The beast gains temporary hit points equal to five times the level of the spell slot you used to empower this form.
- As a bonus action, you can expend a druid spell slot to grant your beast form temporary hit points equal to five times the level of the spell slot you expend.

INFUSED STRIKES

Beginning at 6th level, when you empower your beast form with draconic magic, you can choose for its natural weapon attacks to deal the damage type of your dragon's Element.

In addition, you can now Wild Shape into a beast with a CR as high as your druid level divided by 3, rounded down.

TERRIFYING WILD SHAPE

Your body has been suffused with draconic magic, allowing you to take on the forms of true dragon. Starting at 10th level, you can expend two uses of Wild Shape at the same time to take the form of a dragon with a CR of 5 or lower.

If you Wild Shape into a dragon with a breath weapon, you can choose for its breath weapon to deal the damage type of your elder dragon's Element in place of the normal damage.

ELDER POWER

You have become valued as one of your elder dragon's most loyal servants and are given increased power. Beginning at 14th level, when you empower your beast form with draconic magic, the beast sprouts a leathery pair of draconic wings and gains a 40 foot flying or swimming speed (your choice).



CIRCLE OF THE SOWER

The Druid Circle that is most revered by civilized peoples is that of the Sowers. Folktales tell of an ancient druidic sage that guided mortals to the discovery of agriculture. Drawing on their mystical knowledge of the natural world, this druid led ancient peoples to establish the first farms and towns.

Those who join the Circle of the Sower follow the example of that ancient sage. They wander the countryside and offer magical aid to farmers, gardeners, and all who till the soil.

CIRCLE OF SOWER FEATURES

Druid Level	Feature
2nd	Circle Spells, Mystic Fruit, Wandering Sage
6th	Wild Growth
10th	Abundant Harvest
14th	Verdant Grasp

CIRCLE SPELLS

Your understanding of the natural world grants you access to certain spells. At 2nd level, and again when you reach certain Druid levels, you gain access to the spells listed in the table below. These spells count as druid spells for you and you always have them prepared, but they don't count against the total number of druid spells you prepare each day.

Druid Level Spells

2nd	<i>entangle, goodberry</i>
3rd	<i>lesser restoration, spike growth</i>
5th	<i>create food and water, plant growth</i>
7th	<i>aura of life, grasping vine</i>
9th	<i>greater restoration, tree stride</i>

MYSTIC FRUIT

When you join this Circle at 2nd level, you learn to use your druidic magic to produce wondrous fruits. As a bonus action, you can expend a use of Wild Shape to produce a mystical fruit from the list below in your empty hand. The fruit can be eaten as an action. Any uneaten fruit spoils after 1 minute.

Invigorating Fruit. The creature regains hit points equal to your Wisdom modifier + your druid level. Any hit points over their hit point maximum become temporary hit points.

Mystical Fruit. The creature regains one expended spell slot of a level equal to your proficiency bonus or lower.

Revitalizing Fruit. The creature is immediately cured of one of the following conditions: blinded, deafened, paralyzed, petrified, poisoned, a reduction to an ability score or their hit point maximum, or their exhaustion level is reduced by 1.

WANDERING SAGE

At 2nd level, you gain a mystical understanding of the natural cycles of life and growth. You gain proficiency in the Nature skill, and whenever you make an Intelligence (Nature) check related to agriculture, animal husbandry, the weather, or the growing and harvesting of plants you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).



WILD GROWTH

Beginning at 6th level, you cause plants to blossom and grow wherever you set foot. When you take a short or long rest, the effects of the 8 hour casting of *plant growth* immediately take effect in the area around you, unless you withhold them.

Your connection with plant life also grants you immunity to poison damage, the poisoned condition, and natural poisons.

ABUNDANT HARVEST

Starting at 10th level, you can use your Wild Shape to grow more potent produce. When you produce a Mystic Fruit you can choose from the following additional options:

Emboldening Fruit. If the d20 roll for the first attack roll, ability check, or saving throw the creature makes after eating this fruit is lower than your Wisdom score, the creature can choose to substitute their d20 roll with your Wisdom score.

Primal Fruit. The creature is resistant to all bludgeoning, piercing, and slashing damage for the next minute.

VERDANT GRASP

Starting when you reach 14th level, you can cast *grasping vine* without expending a spell slot a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

When you cast *grasping vine*, you can conjure two vines at once in separate locations within range of the spell. You can direct both vines at once with the same bonus action.





CIRCLE OF THE TIDES

Few natural forces exert as much influence over mortals as the waters of the world. Rain for crops, raging storms, and winding rivers all influence mortal folk throughout their lives. Tidal druids monitor the relationship between civilization and the life giving oceans, rivers, and lakes. They are often found using the innate magic of the waters to heal the sick, provide rest to the weary, and nurture the crops of common folk.

CIRCLE OF THE TIDES FEATURES

Druid Level	Feature
2nd	Disciple of the Sea, Circle Spells, Tidal Aura
6th	Undertow
10th	Waters of Life
14th	Master of the Waves

DISCIPLE OF THE SEA

Your dedication and service to the life giving primal waters has changed you. When you join this Circle at 2nd level, you gain the ability to breathe both air and water, and you gain a swimming speed equal to your movement speed.

CIRCLE SPELLS

Your connection with the primal waters grants you access to certain spells. At 2nd level, you learn the *shape water* cantrip.

When you reach certain Druid levels, you gain access to the spells in the table below. They count as druid spells for you and you always have them prepared, but they don't count against the total number of spells you prepare each day.

Druid Level	Spells
2nd	<i>fog cloud, healing word</i>
3rd	<i>misty step, prayer of healing</i>
5th	<i>mass healing word, tidal wave</i>
7th	<i>control water, watery sphere</i>
9th	<i>maelstrom, raise dead</i>

TIDAL AURA

At 2nd level, you learn to channel the mystical power of the Tides, even when you are away from bodies of water. As a bonus action, you can expend a use of Wild Shape to exude a mystical watery force in a 15-foot radius. Creatures of your choice within your Tidal Aura treat it as difficult terrain. If a creature has a swimming speed it can ignore this effect.

Your Tidal Aura also enhances your healing powers. When you cast a spell of 1st-level or higher that restores hit points to a creature within your Tidal Aura, one target of the spell within your Tidal Aura regains additional hit points equal to your Wisdom modifier (minimum of 1 additional hit point).

Your Tidal Aura lasts for 1 minute. The effects end early if you end it as a bonus action, or if you are incapacitated.

UNDERTOW

Your Tidal magic has grown in power. Starting at 6th level, when you cast a spell of 1st-level or higher that forces a creature in your Tidal Aura to make a Strength, Dexterity, or Constitution saving throw, you can choose to empower the spell. Any creature within your Tidal Aura makes their initial saving throw against the empowered spell at disadvantage.

You can empower a spell in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

WATERS OF LIFE

Upon reaching 10th level, you can wield the magic of primal water to rejuvenate your allies as you hinder your foes. When you activate your Tidal Aura you gain a pool of temporary hit points equal to your druid level + your Wisdom modifier. While that Tidal Aura is active, you can use a bonus action to distribute any amount of temporary hit points from that pool to any creature that is within your Tidal Aura, including you.

When your Tidal Aura ends, any unused temporary hit points from your pool immediately disappear.

MASTER OF THE WAVES

Your bond with the mystical waters of the world has reached its apex. Starting at 14th level, you can cast *control water* at will, without expending a spell slot, so long as you can target a body of water of sufficient size for you to manipulate.

Also, the radius of your Tidal Aura increases to 30 feet, and creatures of your choice treat the area of your Tidal Aura as difficult terrain even if they have a swimming speed.



ALTERNATE DRUID CIRCLES

Detailed below are alternate versions of officially published Druid Circles. If your DM allows, you can select the version below in place of the official version.

ALTERNATE CIRCLE OF THE LAND

Druids of the Circle of the Land are the most common sort of druid, if druids can be considered common at all. These sages of the natural world are able to attune themselves to almost any environment, giving them an increased ability to draw out the natural magic of the flora and fauna that surround them.

ALTERNATE CIRCLE OF THE LAND FEATURES

Druid Level Feature

2nd	Bonus Cantrip, Environmental Attunement, Natural Recovery
6th	Land's Stride
10th	Nature's Ward
14th	Nature's Sanctuary

BONUS CANTRIP

At 2nd level you learn one additional cantrip of your choice from the druid spell list. This cantrip doesn't count against your total number of Cantrips Known.

ENVIRONMENTAL ATTUNEMENT

Your connection to the natural world grants you increased druidic power. At 2nd level, you are infused with the ability to cast certain spells based on your environment. These spells are listed in the Environment Spells table below. When you finish a long rest, you can attune to the environment around you, choosing from one of the following options: arctic, cave, coast, desert, forest, grassland, mountain, or swamp.

While you are attuned to that environment you gain access to the spells in the corresponding column of the Environment Spells table below. They count as druid spells for you and you always have them prepared, but they don't count against the total number of druid spells you can prepare each day.

ENVIRONMENT SPELLS

Level	Arctic	Cave	Coast	Desert
2nd	<i>armor of ice, ice knife</i>	<i>cause fear, faerie fire</i>	<i>cure wounds, fog cloud</i>	<i>silent image, sleep</i>
3rd	<i>hold person, spike growth</i>	<i>darkvision, web</i>	<i>gust of wind, misty step</i>	<i>blur, dust devil</i>
5th	<i>slow</i>	<i>fear</i>	<i>tidal wave</i>	<i>daylight</i>
7th	<i>ice storm</i>	<i>giant insect</i>	<i>watery sphere</i>	<i>hallucinatory terrain</i>
9th	<i>cone of cold</i>	<i>passwall</i>	<i>maelstrom</i>	<i>seeming</i>
Level	Forest	Grassland	Mountain	Swamp
2nd	<i>entangle, goodberry</i>	<i>jump, longstrider</i>	<i>earth tremmor, feather fall</i>	<i>caustic brew, ray of sickness</i>
3rd	<i>barkskin, spider climb</i>	<i>pass without trace, sleep</i>	<i>earthen grasp, spike growth</i>	<i>acid arrow, spider climb</i>
5th	<i>plant growth</i>	<i>haste</i>	<i>call lightning</i>	<i>stinking cloud</i>
7th	<i>guardian of nature</i>	<i>freedom of movement</i>	<i>stone shape</i>	<i>blight</i>
9th	<i>tree stride</i>	<i>far step</i>	<i>wall of stone</i>	<i>insect plague</i>

NATURAL RECOVERY

Starting at 2nd level, you can regain some of your druidic magic by communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none can be 6th-level or higher. You can't use this feature again until you finish a long rest.

LAND'S STRIDE

Starting at 6th level, you move effortlessly through the native obstacles of your attuned environment. You ignore the effects of natural difficult terrain in your attuned environment.

In addition, you have advantage on saving throws to resist the harmful effects of your attuned environment. Examples include resisting extreme temperatures, magically created or manipulated plants, or other magical environmental effects.

NATURE'S WARD

You are able to adapt to the hostile effects of nearly any wild place. Beginning at 10th level, when you finish a short or long rest, choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. You gain resistance to that type of damage until the end of your next short or long rest.

NATURE'S SANCTUARY

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant attacks you, you can force the creature to make a Wisdom saving throw. On a failed save, the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

Beasts and plants with a Wisdom of 4 or higher are aware of this effect before they make their attack against you.





DRUID CIRCLES

Channel the awesome power of nature and defend the balance of the natural world with eight new Druid Circles for the Druid class!

Circle of the Ancients - Circle of the Depths

Circle of the Guardian - Circle of the Harvest

Circle of the Scales - Circle of the Sower

Circle of the Tides - Alternate Circle of the Land

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