

# DRUID: CIRCLE OF THE HERD

Nature is all about community, about sticking together. From man to beast to plant, we all thrive when we're surrounded by others like us. All throughout nature, bonds are what keep us together.

## Bond of the Herd

At 2nd level, you understand you must always fight together. As a bonus action, you may expend a use of your Wild Shape to create a Herd Aura which lasts for 1 minute or until you fall unconscious. The aura affects each creature you choose within 5 feet of you (including you).

While within the Aura, allied creatures are also affected by all druid spells with a range of self or touch affecting you that you choose. For example, if a *barkskin* spell is affecting you, it can also affect all allied creatures in your Aura.

## Herd Migration

Also, at 2nd level, you learn the necessity to stand together. If you don't use any of your movement during your last turn, you can remain steadfast near an ally. As a reaction, when an allied creature within your Herd Aura moves, you may choose to move an equal amount of feet alongside it, remaining within 5 feet of it at all times, until the end of the creature's turn. This movement is not limited by your movement speed.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of 1). You regain expended uses on a long rest.

## Herd Mentality

At 6th level, you gain the ability to perfectly understand your peers. You can telepathically speak to any creature you can see within 60 feet of you. Your communication gives the creature the ability to respond to you telepathically.

In addition, any creature within your aura can interpose themselves to defend each other. When a creature within your Aura (including yourself) can see another creature within the Aura (including yourself) being targeted by an attack roll, they can use their reaction to leap in front of the blow. If they aren't prone, or their movement speed isn't 0, they become the new target of the attack instead.

## Stampede

Starting at the 10th level, the movement of your group is unstoppable. While there are at least two allied creatures within 15 feet of you, you and any creature of your choice within that range ignore difficult terrain and have an advantage on Strength and Dexterity checks and saving throws.

## Greater Herd

At 14th level, you've broadened your herd. Your Herd Aura now has a range of 20 feet.

