

Alan Venic's Redbook

TOME OF THE DRUID



**A pack of new class options for the druid
of the world's greatest role playing game**



Alan Venic's Redbook

TOME OF THE DRUID



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe created by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*,

Monster Manual and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the druid class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to be a druid strongly tied to nature beings, capable of summon those beings to help him at his journey. Or you could be a elementalists capable of manipulate the four elements in unique ways. Or you could even be a tree lord capable of animate trees and to turn yourself in a powerful plant-creature. Or you could be a female druid that has as greater concern the maintenance and preservation of life itself.

At this supplemental rulebook are presented ten new druid circles. Certainly, one of them will fit the concept you imagine for your druid. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
February 2016

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, *Forgotten Realms*, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Alan Gonçalves and published under the Community Content Agreement for Dungeon Masters Guild.

THE DRUID

At the middle of dense woods, an elder hermit moves without difficult through the vines and trees. He hear nature's call that cries for help while a horde of orcs burn the trees and spread death in the heart of the forest. When he finally sees the nature destroyers, the elder turns in a powerful bear and charge on the gang of orcs. The hermit put the orcs down one by one but they shows outnumber for the druid to confront.

In a decisive moment of the battle, the oldman unleash a powerful shout that initially sounds as despair but he is summoning the nature itself to help him. Trees start to walk and powerful beasts rises turning the tide against the horde of orcs that tries desperately to run away from certain death.

A druid acts this way. Using nature and its forces to protect itself against its abusers.

CLASS FEATURES

As a druid, you has single mystical abilities with strong bond with nature. You are capable of cast spells when you commune with nature and can use this mystical energy to protect nature, your power source.

Nature is the most important thing to you. Defend it is your duty and you should give your life to keep balance of nature on the multiverse.

DRUIDIC

The druids has a secret language understandable only to members of the class. When druids meet within its circles or in the middle of the woods, they talk using this language and no creature can understand its conversation using nonmagical means if they don't know such language.

SPELLCASTING

One of your main features is your ability to cast divine spells. As any divine caster, you gain your power from a powerful mystical source, in your case, from nature and from elemental energies that permeate the multiverse.

While you keep your duty as protector of nature and maintainer of balance, you can keep your ability to cast druid spells.

WILD SHAPE

Surely, the most peculiar feature of a druid is its ability to polymorph into animals. Although your wild shape is not as powerful as your spellcasting, a druid can turn itself in virtually any average animal it had contact. Doing to this, this ability is very versatile, and allow a druid to polymorph into powerful beasts to help its party during combat, or to turn in a creature with singular abilities to move through difficult terrain.

DRUID CIRCLE

The choice of your druid circle defines the kind of druid you are, and your action focus. Your druid circle gives you important features that takes you apart from druids of different circles. In the *Player's Handbook* are presented two druid circles. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of druid you want to be. The new druid circles are presented in the final of this brief description of the druid class features.

ABILITY SCORE IMPROVEMENT

Increase Wisdom score is the obvious decision to make when you play a druid. Wisdom affects your spellcasting and almost your relevant skills like animal handling, nature lore, senses, and ability to survive into the wild. However, you can find some feats that can expend even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

TIMELESS BODY

An experienced druid has the power of nature impregnated on its body that starts to age slowly. This is the way nature finds to reward you from your services, and the way nature keeps you alive to protect it as long as you can.

BEAST SPELLS

This ability let you join both your most powerful features. You are able to cast spells in animal form, given you even more utility in hard times.

ARCHDRUID

At the apex of your power, you became an archdruid. You can assume animal forms at will. This ability improves even more your spellcasting power when you are in animal shape and your ability to fight, since you can change to an animal shape to another whenever you want without limit.

DRUID CIRCLES

At this supplemental rulebook are presented ten new druid circles you can choose instead of the druid circles presented in the *Player's Handbook*. The Circle of Arcana, the Circle of the Beasts, the Circle of Defile, the Circle of the Elements, the Circle of the Fey, the Circle of the Groveling, the Circle of the Guardians, the Circle of Life, the Circle of Verdant, and the Circle of Worlds.

CIRCLE OF ARCANA

The Circle of Arcana is made up of druids indoctrinated in arcane art. Mostly made of elves that join its arcane talents with its bond with nature, the arcane hierophants, as are known the druids of this circle, meet within places imbued with magic, and those druids are focused in protect the magical secrets hidden in wild lands from powerful creatures. The arcane hierophants study arcane magic and are capable to cast arcane spells like wizards do, but without lose its druid features.

ARCANE HIEROPHANT

Starting at 2nd level, you become an arcane hierophant. You gain proficiency in the Arcana skill, and gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as druid cantrips.

Additionally, you can add a 1st level spell of your choice from the wizard spell list to your druid spell list. You can add a 2nd level spell from the wizard spell list to your druid spell list at 4th level, a 3rd level spell when you reach 6th level, a 4th level spell when you reach the 8th level, and a 5th level spell when you reach the 10th level. These spells count as druid spells for you, and you always have these spells prepared.

HIEROPHANT RECOVERY

Also at 2nd level, you learn to regain some of your mystical energy by commune with nature while you study your spells. Once per day when you finish a short rest, you can 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 of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

FAMILIAR COMPANION

At 6th level, you can summon a creature and create a powerful mystical bond with this creature. You add the *find familiar* spell to your druid spell list, if you don't have it yet. This spell doesn't count on the number of spells you can learn from the wizard spell list.

When you cast the spell *find familiar* to summon a familiar, you can summon any creature of the beast, fey, elemental, or plant type of Medium size or smaller with a challenge rating 1 or lesser as your familiar. Your familiar keeps its creature's type. Furthermore, the spell works as the standard version of *find familiar*.

WILD CHANNELING

Starting at 10th level, you can touch a creature from nature and channel your magical power through it. As an action, you can touch a beast, fey, elemental, or plant friendly to you (including your familiar) that you can see and create a magical link between you and this creature for 1 minute. While the link exists, when you cast a spell that require a melee spell attack, you can deliver the spell through the creature you are linked through this feature. The first melee attack the

creature hit on its next turn discharge the spell on the target the creature hit.

Once you use this feature, you must finish a short or long rest before you can use it again.

ARCANE SHAPE

At 14th level, you can use your wild shape to assume the form of mystical creatures. When you use your wild shape, you can assume the shape of a beast, dragon, fey, or elemental that has a challenge rating of 2 or lower.

CIRCLE OF THE BEASTS

The Circle of the Beast is made up of hermits and shamans that focus on improving its contact and relationship with wild creatures. These druids called themselves as Beast Lords and form small groups that meet within glades in the wildest and dangerous places of the wild. On such places, these druids find the most prosperous fauna and flora with which they commune and help on protection and growth of this fauna and flora. When the ecosystem is under threat, the beast lords can call its dwellers to help them against such threats. As your link with nature grows, the beast lords can forge bonds with more powerful wild beasts.

WILD CALL

Starting at 2nd level, you can issue a cry for help that only beasts can understand. After you issue this cry using an action, a beast of challenge rating equal or lower your druid level divided by 3 (rounded down) at DM's discretion will rise in 1d4 rounds. This beast is friendly to you and to your allies, and attacks your enemies as best it can. The beast doesn't obey any order you issue, but will defend you against threats, attacking an enemy that is threatening you or a friend of yours. This beast remains at your side until the combat ends, or it drops to 1 hit point, when it will run away to protect its own life.

Starting at 8th level, you can summon a beast, elemental, fey, or plant with your Wild Call.

Once you use this feature, you must finish a short or long rest before you can use it again.

WILD EMPATHY

Also at 2nd level, you can make a Wisdom (Animal Handling) check to influence the attitude of any beast, fey, elemental, or plant you find. You don't need to share a language with the creature to influence it this way, the creature understands your gestures and vocalization as if both of you share a dialect. You gain advantage on this check if the creature's current attitude is not hostile to you, since such creatures are predisposed to help a druid on the causes of nature.

BEAST BOND

Starting at 6th level, you can forge a strong link between you and the creatures you summon through your abilities and spells. As a bonus action, you can take the Help action to aid a beast, elemental, fey, or plant friendly to you of your choice within 30 feet of you that you can see. Alternatively, as an action, you can take Help action to aid any beast, elemental, fey, or plant friendly to you within 30 feet of you that you can see.

Additionally, when you cast a spell on yourself, you can make the spell effect target a beast, elemental, fey, or plant friendly to you of your choice that you can see within 30 feet of you.

EMPOWER SUMMONS

At 10th level, your knowledge of mysticism and your bond with nature allow you to summon creatures more resilient than normal. Any creature you summon through the spells *conjure animals*, *conjure elemental*, *conjure minor elementals*, *conjure fey*, or *conjure woodland beings*, or that you summon through your Wild Call or your Summon Ancient, have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, the natural attacks of such creatures count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SUMMON ANCIENT

At 14th level, your prominence as a wild keeper is so notorious that even the most ancient and powerful forces of nature are susceptible to help you. After making a ritual that takes 1 hour in a wild place, you can converge the forces of nature to aid you in the form of a powerful wild being that appears and remains at your side while you maintain concentration (as if you concentrate on a spell) up to 8 hours. You can summon any beast, elemental, fey, or plant with a challenge rating equal or lower half your druid level, or a group of beasts that the sum of the challenge ratings are equal or lower half your druid level. If you summon multiple creatures, they must be identical creatures. For example, if you are a 20th-level druid, you can summon two giant crocodiles (beasts of CR 5) or a treant (plant of CR 9) with this feature.

The summoned creatures are friendly to you and to your allies, and they act on your turn. During combat, you need to use your action to issue verbal commands to these creatures, otherwise they defend themselves from hostile creatures but take no actions.

Starting at 20th level, you can use a bonus action to issue verbal command to the creatures summoned with this feature.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF DEFILE

The Circle of Defile is made up of druids that abdicate of their duties as guardians of nature. The defilers discover a way to drain the magical energy from nature, gaining druid powers by destroy the nature instead of protect it. Defilers meet within places with vivid woods with the only purpose of waste it, leaving just a glade full of dead plants and barren land behind. Since the defilers are entirely opposed to the druid teachings, they are hunted by druids, rangers, and other guardians of nature. They always meet secretly and never stay in the same place for a long time.

BONUS PROFICIENCIES

At 2nd level, you are no longer restrict as the standard druids. You gain proficiency with heavy armor and with poisoner's kit.

DEFILER PATH

Also at 2nd level, you trail a path entirely opposed to the path teach by traditional druids, and you drain the power of nature instead of commune with nature to gain such powers. Any time you cast a spell, the vegetation withers and the animals near you run away, leaving just a black glade of dead plants behind. Additionally, you add the spells from the Circle of Defile Spells table to your list of prepared spells and such spells doesn't count on the number of spells you can prepare daily.

If one of these spells are not on your druid spell list, such spell still be a druid spell for you.

CIRCLE OF DEFILE SPELLS

Druid Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>ray of enfeeblement, web</i>
5th	<i>bestow curse, vampiric touch</i>
7th	<i>blight, Evard's black tentacles</i>
9th	<i>cloudkill, contagion</i>

ENERGY DRAIN

Starting at 6th level, while you are in a terrain with living plants, like a forest or a grove, you can drain the energy of the place to recover your mystical ability. During a short rest, you can destroy the flora in a 20 feet radius centered on you to roll a d6. You recover spell slots with a level equal to the number rolled. You cannot recover a spell slot of 6th level or higher with this feature.

You can roll two d6 at 11th level, and three d6 at 17th level when you use this feature.

For instance, if you are a 11th-level druid, and rolled a 8 in the roll of 2d6, you can recover two spell slots of 4th level, or four spell slots of 2nd level, or any other combination of spell levels equal or lower than 8.

Once you use this feature, you must finish a long rest before you can use it again.

UNNATURAL AURA

At 10th level, you start to emanate an aura that lets living beings uncomfortable. Any creature of beast or plant type within 20 feet of you becomes afflicted and

will move away from you the maximum they can in its turns. Any creature of a type different of fiend or undead that move closer than 20 feet of your for the first time, must make a Wisdom saving throw or suffer disadvantage on ability checks and saving throws while remain on the aura. A creature can repeat the save in the end of its turn, ending the effect with a successful save.

A creature that succeeds on its saving throw is immune to your Unnatural Aura for the next 24 hours.

DEFILE NATURE

At 14th level, in addition to drain the power of nature by destroying it, you starts to defile plants turning them against nature itself. While you are in a natural terrain with plants, like a forest or a grove, you can use an action to animate plants around you. You create blights (see Monster Manual for the statistics) among the options bellow:

- Eight twig blights
- Four needle blights
- Two vine blights

Roll initiative for the creatures you create, which has its own turns and obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the blights, they will attack the living creature or plant closest to them.

The blights created by you are strongest than the standard blights. They have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. They gain advantage on attack rolls while are within 30 feet of you. Additionally, when a blight drops to 0 hit points, it is destroyed and cause an explosion in a 10 feet radius centered on the blight. Any creature in the area must make a DC 15 Dexterity saving throw or take 1d8 necrotic damage for each Hit Die the blight possess. A successful save halves this damage.

The blights you create remain under your control until your use this feature again. After that, they become standard blights and are free of your control, but they will not be hostile to you.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF THE ELEMENTS

The Circle of the Elements are made up of druids that are strongly bond to the prime elements. Air, earth, fire, and water compose the breeding base of multiverse, and control such elements is a way to control the creation and spread of life itself. The elementalists meet within places where the four elements converge harmonically, as around a majestic campfire in a high stony terrain with great waterfalls near, and winds from the four corners whispering stories from the elemental planes. The elementalists usually travels from an elemental plane to another to catalog the landscape such planes has in common with the Material Plane.

ELEMENTALIST ADEPT

Starting at 2nd level, you focus your druid teachings on the manipulation of the four elements: air, earth, fire, and water. You can speak, read, and write Primordial. Additionally, you add the cantrips *acid splash*, *fire bolt*, *ray of frost*, and *shocking grasp* to your druid spell list.

You also gain advantage on Charisma checks to deal with elemental creatures, and such creatures are friendly to you.

POTENT ELEMENT

At 6th level, you can empower the effects of any 1st level or higher spell that cause elemental damage (acid, cold, fire, lightning, radiant, or thunder) you cast. When you roll the damage of such spells, you can use a bonus action to roll a number of damage dice, up to your Wisdom modifier (minimum of one).

Starting at 9th level, you can add your Wisdom modifier to the damage deal by any cantrip that cause elemental damage.

ELEMENTAL COMMUNE

At 10th level, you can commune with the elements in a special ritual. When you finish a short rest, you can choose one of the four elements and commune with it. When you do so, you know if exists any portal within 6 miles of you that leads to the chosen elemental plane and its location. Additionally, you can cast the spells of the Elemental Commune Spells table at will, but in a limited way.

ELEMENTAL COMMUNE SPELLS

Chosen Element	Spells
----------------	--------

Air	<i>gust of wind</i> , <i>wind wall</i>
Earth	<i>longstrider</i> , <i>meld into stone</i>
Fire	<i>faerie fire</i> , <i>flaming sphere</i>
Water	<i>create or destroy water</i> , <i>water walk</i>

These spells are cast using the lowest level possible and you must use an action to concentrate in a turn if you want to maintain the duration of a spell you cast with this feature.

This benefits lasts for 1 hour, or until you finish a short or long rest, when you can choose another element to commune with.

ELEMENTAL SWARM

At 14th level, you can summon an elemental swarm to aid you. As an action, you start a casting that can last up to four rounds. At the first turn, you summon a water elemental that appears in an unoccupied space you can see within 60 feet of you. At the second turn, you summon an air elemental that appears in an unoccupied space you can see within 60 feet of you. At the third turn, you summon a fire elemental that appears in an unoccupied space you can see within 60 feet of you. At the fourth turn, you summon an earth elemental that appears in an unoccupied space you can see within 60 feet of you. These elementals are friendly to you and to your companions, but act freely rolling its initiative and take its own turns. An elemental attacks the creature hostile to you that it can see that are nearest to it, or moves up to 10 feet closer to you if the elemental don't see any threat. Such elementals remain while you maintain concentration, up to 10 minutes.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF THE FEY

The Circle of the Fey, also known as Faerie Circle, bond the druids that made this circle to the Plane of Faerie. These druids dedicate themselves to protect the crossing that leads to the Feywild. These druids usually serve the Seelie Court and helps such creatures against the Unseelie, but a few druids ally to the Unseelie against the Seelie Court. As a faerie druid, you strengthens your natural bond with faerie beings and start to share many traits of these creatures. You start to visit the Plane of Faerie frequently, and focus on protect it instead of the Material Plane.

FEY LANGUAGE

Starting at 2nd level, you forge a powerful link with the Feywild. You know speak, read, and write Sylvan. Additionally, you add the spells from the Circle of the Fey Spells table to your list of prepared spells and such spells doesn't count on the number of spells you can prepare daily.

If one of these spells are not on your druid spell list, such spell still be a druid spell for you.

CIRCLE OF THE FEY SPELLS

Druid Level	Spells
1st	<i>animal friendship, faerie fire</i>
3rd	<i>enthrall, invisibility</i>
5th	<i>major image, speak with plants</i>
7th	<i>confusion, hallucinatory terrain</i>
9th	<i>awaken, dream</i>

FAERIE SPIRIT

Also at 2nd level, you can easily influence the usual creatures from the Plane of Faerie. You gain advantage on Charisma checks when you deal with creatures of beast, fey, or plant type. Additionally, you gain advantage on saving throws against spells and abilities of such creatures.

Starting at 10th level, you cannot be charmed or frightened by fey creatures.

FAERIE COMPANION

Starting at 6th level, a small fey becomes friendly to you and start to follow and help you in your journey. You gain the companion of a pixie. The pixie helps you the best it can but will not risk itself, unless to defend itself. This shy companion remain invisible the most of the time, appearing only when alone with you on brief moments.

During combat, you can use your action to ask the pixie to cast a certain spell, otherwise the pixie will only move or speak with you. Additionally, the pixie will cast the spell polymorph as a last resource, and only if its life is on risk.

If your faerie companion drop to 0 hit point, it is send back to the Feywild and you can summon it again when you finish a long rest.

FIND CROSSING

At 10th level, as a protector of the Plane of Faerie, you know the traits that made a crossing between the Material Plane and it faerie echo. As a ritual that takes 10 minutes, you can find the location of any crossing to the Feywild within 6 miles of you. Additionally, you know how to access the Plane of Faerie through such crossings.

Once you use this feature, you must finish a long rest before you can use it again.

FEYWILD BEING

At 14th level, your bond with the Plane of Faerie become stronger, and you can assume a faerie shape similar to a dryad. This shape gives you the following benefits for 1 hour:

- You gain advantage on saving throws against spells and other magical effects.
- Once in your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.
- As a bonus action, you can cast invisibility at will while you are in a forest area or in similar natural terrain.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF THE GROVELING

Usually made up of druids that lives in Underdark or in marshy places, the Circle of the Groveling had a strong bond with creatures most of smart beings avoid. However, the druids of swarm as are known the members of this circle, forge a strong link with worms, oozes, and swarms of creatures, and can communicate with such creatures and even assume the shape of such disgusting beasts. These druids are usually secluded and occasionally meet within swamps or other desolated places to make rituals and learn more about the crawling creatures.

OOZE EMPATHY

Starting at 2nd level, you can manipulate creatures you are not able to contact verbally. You can communicate with oozes and swarms of beasts as if you share a language with them.

Additionally, you can expend a 1st level spell slot to charm a swarm of beasts or a ooze that you can see within 30 feet of you. The target must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by for 1 hour, or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

This feature ignore the charmed condition immunity the target could have.

GROVELING SHAPE

At 6th level, you can assume the shape of creatures from unhealthy and confined environments. When you use your wild shape, you can assume the shape of an ooze or a swarm of beasts of a challenge level equal or lower of your druid level divided by 3 (rounded down).

FORMLESS BODY

Starting at 10th level, you gain some permanent traits of the creatures you usually relate, assuming a disgusting and unrecognizable anatomy. You gain immunity to the conditions charmed, paralyzed, and prone. Additionally, you gain blindsight out to a range of 30 feet.

RESTORE FORM

At 14th level, while you are in an amorphous form, you can recover portions of your body mass lost when you are hit. While you are in the shape of a swarm of beasts or the shape of an ooze through your wild shape, you can use a bonus action to recover a number of hit points equal to half your druid level (round down).

CIRCLE OF THE GUARDIANS

The Circle of the Guardians is made up of nomad druids that wander through wild lands seeking threats to the nature balance. When these druids fell the presence of a threat to the balance, they settle in that place and focus on fight such threat. These druids rarely meet themselves more than once in a lifetime and this usually happen when they want to indoctrinate new guardian for the circle, teaching them precepts of commitment and protection which the wild guardians are based.

WILD GUARDIAN

Starting at 2nd level, you become a dedicated protector of the wild lands and its dwellers. While you are in a wild land, you can fell when a beast, elemental, fey, or plant within 6 miles of you are suffering some kind of harm. You also can fell when the flora are being intentionally harmed in the same radius. Additionally, if a hostile creature you can see, attacks a beast, elemental, fey, or plant, or harm the local flora somehow, you gain advantage on the next attack roll with weapon you make against this creature until the end of your next turn.

You don't know the nature or source of the problem, but you fell that is something wrong and you know the direction you need to go.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NATURE RETALIATION

At 10th level, you can make nature rebel itself against its defilers. When a creature you can see within 60 feet of you attack a beast, elemental, fey, or plant, you can use your reaction to make the creature make a melee weapon attack against its aggressor. If the creature hit, the attack cause 1d8 extra damage.

Alternatively, if a creature you can see within 60 feet of you cause damage to a plant within 60 feet of that creature, you can use your reaction to make spikes sprout from that plant and attack the creature. Make a ranged spell attack against the target. If you hit, the target takes 2d8 piercing damage.

PROTECT THE FOREST

At 14th level, you can create an invisible and intangible dome that prevents evil creatures to cross. While you are in a wild land, you can make a ritual that requires 1 hour to create a protector dome in 6 miles radius centered on you that remain while you maintain concentration up to 8 hours. While the dome exists, fiends and undead cannot enter the area of the dome. A fiend or undead inside the area of the dome when the dome is created, must be successful in a Wisdom saving throw or being ejected out of the dome to an unoccupied space within 5 feet of the dome nearest the space it currently occupies. A creature successful on the save can remain inside the dome, but it suffer disadvantage on attack rolls and saving throws while remain inside the dome.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF LIFE

The Circle of Life is made up only by female druids that celebrate the natural cycle of life and the beauty of nature. The white witches, or wiccans as are known the druids of this circle meet within wooded places full of life to celebrate the birth of noble creatures or the sprout of leafy trees. These druids live in peace and help tribes and villages near their forests or groves to obtain food in abundance. These druids protect the life inside their groves using typical tricks from faerie. Usually, trying to deceive or lure invaders out of their sacred gardens instead of face those invaders directly.

BONUS PROFICIENCIES

At 2nd level, you become a protector and guardian of all forms of life. You gain proficiency in the Medicine skill, if you don't have yet. Additionally, you gain proficiency with the herbalism kit.

HEALING HERBS

Also at 2nd level, you can treat wound of your friends using natural herbs and salves. You can use an herbalism kit to treat the wound of your companions. The targets of the treatment must take a short rest while you treat them. When they finish the rest, each creature treated recover a number of hit points equal to $1d8 +$ your Wisdom modifier.

When you use this feature, you can treat a number of creatures equal to your Wisdom modifier (a minimum of one) simultaneously. An herbalism kit has enough herbs to treat up to five creatures this way. After expend all charges, you need a new herbalism kit to use this feature again.

RITUAL OF ABUNDANCE

Starting at 6th level, you can do a ritual that makes the plants and animals of the region extremely fertile and plentiful. After make a ritual that requires 1 hour, you and any creature that participate in the ritual can easily hunt and forage on the region. Any participants of the ritual gain advantage on Wisdom (Survival) checks to find water and food sources in the next 24 hours. A creature successful in such checks finds double of the water and food it usually find (see chapter 5 on *Dungeon Master's Guide*) with a successful check. Additionally, the participants of the ritual gain the benefits of finish a short rest.

Once you use this feature, you must finish a long rest before you can use it again.

CYCLE RENEWAL

At 10th level, you can give life back to a creature through your own womb. You can make a ritual that require a portion of a creature (like a wad of hair or drops of blood) that has died in a number of days lower than your druid level. At the end of the ritual that requires 8 hours of festivities to celebrate life, you gets pregnant and gives birth after 24 hours. The child is the dead creature reborn in an identical body of its previous body, without any harms, but a child. The creature age

faster, reaching the age it dies in one week, when it starts to age as normal. Give birth this way is extenuating. You suffer a penalty of -4 on attack rolls, saving throws and ability checks. Each time you finish a long rest, this penalties is reduced by 1, until disappear.

You can't use this feature again while you still suffer any penalties on rolls doing to the effects of the childbirth cause by this feature.

CELEBRATION OF LIFE

At 14th level, you can feast and celebrate the cycle of life, granting some benefits to the participants of the festivity. After 8 hours of celebration, you and the creatures friendly to you that participates on the festivity gain the benefits of finish a long rest. Additionally, such creatures gain advantage on Constitution checks, on Constitution saving throws, and recover 1 hit point per minute in the next 24 hours. A creature lose the advantage on Constitution checks, on Constitution saving throws, and the recovery of hit points granted by this feature if it kill a living creature. If a creature under these effects drops a living creature to 0 hit points but don't kill it, the creature don't lose these benefits. The creature maintain such benefits if it destroy an undead or a construct.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF VERDANT

The Circle of Verdant is made up of druids that worship trees and plants above other forms of life. These druids believe in the existence of the tree of life, an immeasurable tree that coexists in all planes of existence and is responsible for produce the seeds of life. Such druids meet around ancient oaks, and protects forests and groves against attacks of wandering monsters, and even against the attacks of beasts that dweller there. To these druids, the most important thing is keep the plants alive cause the plants are the primordial source of life of all kinds of beings.

TREE TRAITS

Starting at 2nd level, your skin hardens and assume a green tone, like a tree bark. You gain +1 bonus of natural armor in your AC. When you assume another form using your Wild Shape, the new form also gain this benefit, increasing its natural armor bonus by +1. Additionally, you gain advantage on Dexterity (Stealth) checks to hide in areas of forest or wooded.

PLANT ALLY

Also at 2nd level, you gain the services of a small plant captivated by you. Choose a plant that is no larger than Small and that has a challenge rating of 1/4 or lower (see *Monster Manual* for the statistics of appropriated plants). This plant must be appropriated for the environment you are, at DM's discretion, and the plant has the same alignment you have. Add your proficiency bonus to the plant's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient. Its hit point maximum equals its normal maximum or four times your druid level, whichever is higher. As any creature, your plant ally can expend Hit Dies during a short rest and recover all its hit points when finish a long rest.

The plant takes its turn on your initiative and obeys your commands as best as it can. On your turn, you can verbally command the plant where to move (no action required by you). You can use a bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. The plant acts on its own if you are incapacitated or absent, focusing on defend you.

If the plant dies, you can obtain another plant spend 8 hours to create a magical connection with another plant of the same kind of the previous plant or a different one, that are not hostile to you.

Starting at 9th level, you can choose a plant of Medium size or smaller that has a challenge rating of 1/2 or lower as your plant ally. When you reach the 13th level, you can choose a plant of Large size or smaller that has a challenge rating of 1 or lower as your plant ally.

PLANT SHAPE

Starting at 6th level, you can use your Wild Shape to assume a shape of a plant that has a challenge rating equal or lower your druid level divided by 3 (rounded down).

VERDANT GROWTH

At 10th level, you can make life thrives in any place. As an action, you can throw seeds in a nonmagical ground and 1d4 fruit trees will sprout from the ground in unoccupied spaces of your choice within 30 feet of you. The trees are fully grown at the end of your turn and are full of fruits. Each tree bears enough fruits to feed up to 10 creatures daily. These trees are not different from mundane trees, and need water and sunlight to survive.

Once you use this feature, you must finish a long rest before you can use it again.

VERDANT LORD'S CALL

At 14th level, you can animate the trees around you to make them protects you and your allies. As an action, you animate a single tree that you can see within 60 feet of you. This tree has the statistics of a treant (see *Monster Manual* for the statistics), except for its Intelligence and Charisma score that are both 1, it cannot speak, and don't have the Animate Trees action. A tree animated by you acts on your turn and is friendly to you and to your companions. You need to use your action to verbally command the tree. If you don't issue any verbal command to the tree, it defends itself from hostile creatures but otherwise takes no action. The tree remain animated while you maintain your concentration up to 1 hour. The tree then takes roof if possible.

When you reach the 20th level, you can animate two trees when you use this feature. You can command both trees using a single action.

Once you use this feature, you must finish a long rest before you can use it again.

CIRCLE OF WORLDS

The Circle of Worlds is a cult made up of druids that transcend the bonds with wild nature. They become hermits that wander between the planes trying to keep the harmony and balance. A druid of this circle, known as planar shepherd are never bond to a specific plane, keeping up in a constant peregrination between the planes of existence. The member of this circle usually meet within a plane of transition. The Astral Plane or the Ethereal Plane. When a conclave is requested, when the shepherd arrives on the specific plane, it knows where its druid circle will meet. Few druids know this circler, and its members keep secret of their activities, working as secret agents with the single purpose of keep the balance on the multiverse.

HERMIT OF THE PLANES

Starting at 2nd level, you become a druid of the planes. You gain proficiency in the Arcana skill, if you don't have yet. Additionally, you gain advantage on Intelligence (Arcana) checks related to other planes of existence. Additionally, you add the spells from the Circle of Worlds Spells table to your list of prepared spells and such spells doesn't count on the number of spells you can prepare daily.

If one of these spells are not on your druid spell list, such spell still be a druid spell for you.

CIRCLE OF WORLDS SPELLS

Druid Level	Spells
1st	<i>comprehend languages, protection against evil and good</i>
3rd	<i>misty step, moonbeam</i>
5th	<i>blink, protection from energy</i>
7th	<i>banishment, dimension door</i>
9th	<i>contact other plane, planar binding</i>

PLANAR SHORTCUT

At 6th level, you can do a ritual that let you discover rifts on the planar weave. You can expend a spell slot of 3rd level to make a ritual that takes 1 hour to be completed. When you finish the ritual, you must choose a plane of existence you already study about, and make a DC 15 Intelligence (Arcana) check to discover the location of the nearest portal leading to this plane. If has no portal to the plane you wish to go in the plane you are, the effect fail. If a portal exists, you will know the location of such portal and the way to activate it, like a key, command word, or similar.

Once you use this feature, you must finish a long rest before you can use it again.

NATIVE SHAPE

At 10th level, when you are in another plane of existence, you can assume a form of a creature native of this plane. When you cast the *polymorph* spell on yourself while you are in a plane of existence different of the Material Plane, you can assume the form of a creature of any type native from the plane you are. The challenge rating of the chosen creature can't be higher

than half your druid level. At the most, this spell follow the normal rules of the *polymorph* spell. The DM has the last word about which creatures are native of the plane of existence you are.

PROTECTOR OF WORLDS

At 14th level, you get an important position on the Circle of Worlds. You get the title of Protector of Worlds, gaining some benefits and obligations. When external forces unbalance a plane of existence, you will know. You don't know the exact location of the unbalance but you can travel to this plane of existence with all friendly creatures to you within 30 feet of you, to a place you know on the specific plane. To do so, you must expend a 7th level spell slot and make a ritual that lasts 1 minute.

Once in the unbalanced plane of existence, you will know the source that are interfering on the balance, and must act to prevent this threat remains. You and the creatures friendly to you, are not affected by harmful effects of this plane like psychic winds from the Astral Plane, ether cyclones from Ethereal Plane, memory loss from Feywild, extreme heat from the Plane of Fire, etc. Additionally, move through difficult terrain no this plane doesn't cost additional movement to you or to your companions.