



CIRCLE OF THE CITY

DRUID CIRCLE OPTION

Sitting on a street corner, tousled hair in a heap upon his head, a male human in rags with a long wooden quarter-staff laid across his lap coos gingerly at a pigeon standing on his shoulder. He strokes its head, ruffles its soft, shoulder feathers, and smiles as the pigeon coos back, craning its head back and forth as its tiny clawed feet tap a staccato on his shoulder. Slowly, his smile darkens to a look of concern, and his eyes turn skyward, the grim message from his avian companion received. A cult of Vecna has taken root in the catacombs and they have already begun raising undead abominations, which his companion claims to have seen. The man sighs and shakes his head. He'll have to do something about this.

Casually adorned with a simple white tunic, a young female wood elf with a large, lazy raccoon draped across her shoulders walks the street adjoining a market square, enjoying a sunlit afternoon. The hubbub of the market is suddenly punctuated by a piercing scream, and a torrent of yelling. The wood elf peers over the crowd, and spies two men clad in grey making away with an honest merchant's goods. Though a mass of onlookers stand between her and the thieves, the wood elf takes a step forward and nimbly flows between the gaps in people like a stream of water. In an instant, the thieves, struggling to get away, suddenly find themselves face to face with a wood elf and her very, very irritated raccoon.

A female dwarf wearing a snug-fitting hide chestpiece holds a raven alighted on her finger, standing atop a high stone-hewn city wall. Looking over the city, she takes the palm of her free hand and presses it firmly against the ground. The stones rumble at her presence slightly, then cease as her awareness spans rapidly outward through

the streets. After holding her posture for a short while, the dwarf rises to her feet and exchanges a glance with her raven. A powerful fiend, not from this world, somewhere in the slums. She had sensed it, just now, but what could it mean?

Contrary to popular belief, druids do not make their homes exclusively in the wild lands of the world. An assortment of rare druids tend to the ecology of urban centers, helping preserve the balance of nature and safeguarding the wild things that live amidst buildings and streets. Masters of improvisation and much less devoted to rigid hierarchy, these druids are often at best begrudgingly accepted by their more traditional kin. Nevertheless, a druid inducted into the Circle of the City takes their duties very seriously, acting as representatives of the Old Faith in the lands that find it most forgotten.



URBAN COMPANION

At 2nd level, you gain a familiar, as with the spell *find familiar*, which can be a pigeon, raccoon, rat, or raven. The statistics of these creatures are either found here or in the *Player's Handbook*, and they behave as stated in the text of *find familiar* unless otherwise specified. Familiars from this feature are beasts rather than any other creature type, and may not be dismissed or recalled from a pocket dimension, or have their form changed through a use of *find familiar*.

Likewise, your familiar from this feature does not share a bond of telepathic communication with you, but rather understands your speech in Druidic and, though it possesses no language, can communicate with you through vocalization and gestures as if you both shared a language. You can use this ability to communicate on similar terms with other beasts of the same species as your familiar, though they are under no compulsion to obey you or respond.

If your familiar from this feature is reduced to 0 hit points, it dies. If it has left behind a corpse, you may return it to life by undertaking a ritual to do so over the course of a short rest. If your familiar has left no corpse or if the corpse is unavailable to you, you may resurrect it over the course of a long rest, but doing so causes you to suffer from a level of exhaustion until the end of your next long rest. In either case, your familiar returns to life with full hit points.

STREETWISE SURVIVAL

Also at 2nd level, your familiar possesses a magical pool of natural vitality, essential to survive a harsh life on the streets, which it is able to share with you or your allies. After you complete a short or long rest, your familiar gains a pool of temporary hit points equal to twice your druid level, which last until they are lost or until you take another short or long rest.

If your familiar has temporary hit points and is

perched upon another creature that is sized medium or smaller (such as you or one of your allies), you may use a reaction when that creature takes damage to instead subtract that damage from your familiar's temporary hit points. If an effect would cause damage to both your familiar and the creature it is perched upon, you may only use this reaction after your familiar has itself dealt with any incoming damage. If the damage your familiar would take for another creature is greater than its remaining temporary hit points, have the damage first reduce the temporary hit points to 0 and then apply the remainder of the damage to the creature your familiar is protecting.

Additionally, any creature your familiar is perched upon has advantage on Constitution saving throws. Your familiar may only be perched on one creature at any time.

CITY SPELLS

You are connected to the natural pulse of your urban environment, just as your fellow druids are connected to the mystical energies of the wild lands. At 3rd, 5th, 7th, and 9th level you gain access to the additional spells listed for that level on the City Spells list.

Once you gain access to a city 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.

CITY SPELLS

Druid Level	Spells
3rd	<i>calm emotions</i> , <i>spider climb</i>
5th	<i>Leomund's tiny hut</i> , <i>stinking cloud</i>
7th	<i>freedom of movement</i> , <i>stoneskin</i>
9th	<i>legend lore</i> , <i>passwall</i>

PIGEON

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	13 (+1)	10 (+0)	2 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Natural Messenger. Over the course of a short or long rest, the pigeon may deliver a small scrolled letter or other object weighing no more than 1 lb to a location it has seen before. The pigeon may deliver the object over a distance of 3 miles during a short rest, or 24 miles during a long rest, returning at the end of the rest. In either case, the pigeon must take a long rest before it may use this ability again.

ACTIONS

Peck. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

RACCOON

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	10 (+0)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Sleight of hand +4, Stealth +4,

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The raccoon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

PART OF THE CROWD

At 6th level, your spiritual attunement to civic life allows you to move more easily as part of a crowd. You are able to move freely through spaces occupied by other creatures, none of which are considered difficult terrain for you.

Additionally, you may expend two uses of your Wild Shape feature to transform your size and physical appearance into that of any small or medium humanoid you have seen since your last long rest. This does not affect your clothing or statistics, but does naturally adopt speech patterns and mannerisms natural to the form you choose (though not entire languages the form would know). Any creature attempting to discern your true nature must succeed on a Wisdom (Insight) check against your spell save DC, which it makes with disadvantage if you possess clothing or other important articles belonging to the creature you are imitating.

COMMUNE WITH CITY

When you reach 10th level, you have achieved an intrinsic mental link to the people and animals of cities, and may instinctively reach out with your mind to become one with the urban environment. Once per long rest, you may cast the spell *commune with nature* without using a spell slot. Whenever you cast *commune with nature*, the spell still functions when you are in an area such as a city or dungeon that has replaced nature with construction. While in these areas, building interiors count as natural caves, and city streets count as outdoor environments.

Further, you have advantage on any Wisdom (Insight) checks to discern lies told by humanoids, and you have resistance to psychic damage.

FRIEND OF THE PEOPLE

Starting at 14th level, you exude a natural, calm kinship with all people, the sort extended to a trusted neighbor. When a humanoid creature attacks you, that creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the humanoid creature is immune to this effect for 24 hours.

CREDITS:

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