

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF CONCRETE

Druids who join the Circle of Concrete don't make their home in pristine forests or majestic mountains, but in the Cities. Scrounging for scraps and sleeping in alleys have made them experts in surviving in the heart of a metropolis without a silver to their names. These druids are defenders of the downtrodden and avengers of the weak, living among the poor and stepping up when they need a champion most.



BONUS PROFICIENCIES

Beginning when you select this archetype at 2nd level, you are now capable of using and are proficient in wearing armor and using shields made of metal.

STREETTALK

At 2nd level, you learn to speak like a long time urbanite. You gain advantage on Intelligence (Investigation) checks to learn about a person or location in a city. In addition, you have advantage on Charisma (Persuasion) checks made to haggle the price of goods and Charisma (Deception) checks made to lie to authorities. Finally, you know Thieves' Cant.

STREETWALK

At 2nd level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through crowds without being slowed by them, and have advantage on Dexterity (Hide) checks in crowds. Finally, you can scale buildings as few can; climbing no longer costs you extra movement and you gain advantage on Strength (Athletics) checks made to scale walls.

URBAN SHAPE

At 6th level, you can emulate the forms of some constructs. You can take the form of a Flying Sword when you use Wild Shape. At 8th level, you can choose the form of an Animated Armor, at 10th level the form of a Helmed Horror, and at 14th level a Shield Guardian. Additionally, you have become adept at blending into crowds and can cast disguise self at will without expending a spell slot.

STREETWISE

By 10th level, you are immune to the blights and dangers of the city. You are immune to disease and to being poisoned and have resistance on poison damage. Additionally, you have become wary to the dangers of the streets and can't be surprised in a city while you are conscious.

PASSWALL

By 14th level, you now no longer need to scale the walls of the city to traverse it. You may cast *passwall* or *dimension door* without using a spell slot. After you cast either of these spells, you must complete a short or long rest before casting one again.