

## 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 DESOLATION

You have embraced the blight. You are a Priest of Flies, a Lord of Maggots, a King of Rot. For whatever reason, the members of your circle have turned their power to the desolation of nature and the end of life. Now, flowers wilt at your fingertips, and trees shudder and die with your glance.

#### BLIGHTFIRE

When you choose this circle at 2nd level, you gain the ability to start wildfires with a glance. As an action, you can unleash a scorching blast of fire that affects a 5 foot square of ground within 20 feet of you which remains ignited until the beginning of your next turn. Each creature which enters an affected space or begins their turn in one must make a Dexterity saving throw. On a failed saving throw, a target takes 1d8 fire damage. The fire ignites all flammable objects that aren't being worn or carried.

The number of adjacent squares you may affect and fire damage increases as you gain levels in the druid class as follows: 5th level (2 squares / 2d8 damage), 11th level (2 squares / 3d8 damage), and 17th level (3 squares 4d8 damage).

#### DEFORESTATION

At 2nd level, you learn to draw sustenance from living things around you. As a result, you no longer need food or water to survive. Additionally, as an action on your turn, you can draw energy from the life around you, killing all vegetation within 20 feet of yourself, and restoring hit points equal to 1d8 + your druid level. A plant creature within this range takes necrotic damage equal to this amount. After using this feature, you can't use it again until you finish a long rest.

#### DESOLATING STRIDE

Starting at 6th level, you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. All plant matter in your way withers and crumbles to dust, leaving a clear path behind you. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

#### CONTAGIOUS TOUCH

Starting at 10th level, you can cast *contagion* or *blight* without expending a spell slot. After using this ability, you must complete a long rest before using it again.

#### PLAGUE

Beginning at 14th level, as an action on your turn, you can let out an invisible cloud of pestilence. For 1 minute, each creature adjacent to you that you choose must make a Constitution saving throw or be poisoned for a number of rounds equal to your Wisdom modifier. A poisoned creature takes 4d6 poison damage at the end of its turn, and can then reattempt this saving throw, ending the effect on a success. On a successful save, a creature is immune to this effect for 24 hours.

After using this ability, you cannot use it again until you complete a long rest.

