

CIRCLE OF WRATH (DRUID SUBCLASS)



ONCE PART OF A HARMONIOUS DRUIDIC CIRCLE, the circle of Wrath druids forged their own path after a profound rift revealed deep-seated differences in philosophy.

These valiant druids, driven by an unwavering conviction, left their brethren to embark on a mission to protect and avenge the natural world in ways they believed were long overdue.

Nature's essence transcends mere preservation; it demands protection, even retribution when threatened. The Circle of Wrath is a fearless order of rogue druids, they forge a more proactive path in safeguarding the world's verdant bounty. Though their unyielding methods may garner disapproval from other circles of druidism, even the most steadfast among them cannot deny that sometimes, the most effective defence lies in a bold and resolute offence. Druids of the circle of Wrath are often referred to as Green Knights as they wield armor and weapons uncommon to most druids.

AVATAR FORM

2nd-level Circle of Wrath feature

You gain the ability to channel your druidic magic to transform into an Avatar of Nature's Wrath. As an action, you can expend a use of your Wild Shape feature to transform into an Avatar of Nature's Wrath, rather than transforming into a beast form. As part of the transformation you are enveloped by a natural armour, you can flavour this armour to suit the background of your druid (vines, ice, rock, treebark, ...), though the effects are the same. While this feature is active, you gain the following benefits:

- Your walking speed increases by 10 feet
- You gain a natural armour of 10 + WIS + Dex (bonuses from shields and other items still apply, base armour from armour does not)
- Whenever you take your wrath form and at the start of each turn while the form lasts, you gain temporary hit-points equal to 1/2 your druid level rounded up + your wisdom modifier.
- When you make a Constitution saving throw to maintain your concentration, you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

These benefits last for 1 minute, until you are incapacitated or until you use your Wild Shape again.

VERDANT WEAPON

6th-level circle of Wrath feature

You can attack twice, instead of once, whenever you take the Attack action with your Wrath Weapon on your turn.

On top of that your wrath weapon now is a +1 weapon and counts as magical when resolving damage. This changes to +2 at level 10 and +3 at lvl 14.

ENHANCED WRATH WEAPON

6th-level Avatar of Nature's Wrath feature

You can attack twice, instead of once, whenever you take the Attack action with your Wrath Weapon on your turn.

BASTION OF THE NATURAL

10th-level Circle of Wrath feature

You have become a bastion of natural resilience, withstanding forces that would normally devastate forests. You gain resistance to fire and necrotic damage and you are immune to damage and negative effects (such as difficult terrain or being restrained) from magical plants conjured by you.

AURA OF THORNS

14th-level Circle of Wrath feature

While in your Avenger Form thorny roots and vines extend from you and cover the ground in a 15ft radius around you. The ground covered by the roots and vines is considered difficult terrain for your enemies and whenever an enemy standing in the aura hits you or one of your allies you can use your reaction to have one of the vines lash out to them dealing 4d6 piercing dmg.

