

Circle of the Woods (*Druid*)

Druids of the Circle of the Woods that find themselves on common ground with the flora of the world more than most other Druids. Woods Druids embody the trees and other plants they vow to protect, taking on those traits to do battle to all those who would bring harm to nature.

Arboreal Form

Starting at level 2, you can use a bonus action to consume a use of your wild shape and assume a form that shares characteristics with the trees and other plants. When you do so, or as a bonus action on subsequent turns, you can expend a spell slot of at least 2nd level to cast the *Barkskin* spell, targeting yourself, without needing to concentrate on it. Your arboreal form ends whenever your Wild Shape form normally would last.

Snaring Roots

While in your arboreal form, you have roots that reach out around you. Your movement speed decreases by 10 feet, but the ground within 10 feet of you is considered difficult terrain for enemies, and you can add your Wisdom modifier to any ability checks or saving throws to avoid being moved, knocked prone, or grappled.

When you assume your arboreal form, and as a bonus action on later turns, you can extend brambles from your roots; enemies within the area must succeed on a Dexterity saving throw or take 2d4 piercing damage. These brambles remain extended until the start of your next turn; while they are active, enemies who move through the area take 1d4 piercing when they first move within it.

Circle Spells

Also at 2nd level, you attune yourself more closely to magic pertaining to plants. When you reach one of the levels listed in the following table, you gain the associated spells. These spells count as Druid spells for you, even if they are not normally Druid spells. They are always prepared, and they do not count against your prepared spell limit.

Level	Spells
2	<i>Entangle, Goodberry</i>
3	<i>Barkskin, Spike Growth</i>
5	<i>Plant Growth, Speak with Plants</i>
7	<i>Grasping Vine, Guardian of Nature</i>
9	<i>Awaken, Tree Stride</i>

Snagging Branches

Beginning at level 6, while in your arboreal form, your reach melee attacks (including melee spell attacks) increases by 5 feet. Also, when you take the Attack action or cast a cantrip, you can make an additional branch attack at an enemy within reach; this branch attack uses your choice of Strength, Dexterity, or Wisdom and deals 1d4 (+ your chosen modifier) bludgeoning damage on a hit.

Shielding Leaves

Starting at level 10, when in your arboreal form, you gain a sprawling canopy of leaves. While you are conscious, you regain 1d4 hit points at the start of your turn. While in sunlight, or any other nutrient-rich environment that your DM deems suitable, you can add your Wisdom modifier to the number of hit points regained.

As a bonus action, you can use your leaves to shield yourself and allies within 10 feet, providing half cover (+2 to AC and Dexterity saving throws) until the start of your next turn.

Colossal Flora

Starting at level 14, you can embody the might and stature of the largest of trees. When you assume your arboreal form, you can grow to Large size. The size of your roots and canopy increases to 15 feet, and your reach with melee attacks increases by 5 feet again. Additionally, the damage of your brambles and your branch attack increases by 1d4, and you can activate your leaves whenever you activate your brambles.