

DRUID

There is a connection to all natural things, and Druids dedicate their lives to understand and preserve this connection. There are those who are born with a soul that can feel the calling of the primal forces of nature. They gain their power from the spirit inherit in the cosmos and are embodiments of nature's resilience, cunning, and fury.

THE OLD FAITH

Druids revere nature and the natural order above all. They pursue a mystic spirituality of transcendent union with nature rather than a devotion to a divine entity or religious construct. These ancient traditions are woven into the fabric of life itself, and referred to as The Old Faith. In contrast to the worship of gods in temples and shrines, The Old Faith is not written in tomes and texts, but felt within the wind and seen in the stars.

The Old Faith believes that plants and animals all share a soul that originates from Valouria herself, known simply as The Mother. Druids do not worship her per se, but seek to preserve her gift of life. As all life on Asha sprang forth from her tomb, all life must also return in The Eternal Cycle. Druids attune to this spiritual energy.

PRESERVERS OF BALANCE

Nature exists in a precarious balance. The seven forces that make up nature - Spring, Summer, Autumn, Winter, Dusk, Dawn, and Stars - must remain in equilibrium. If one natural force were to gain power over the others, the universe could collapse. Thus, Druids oppose those who promote one force to the exclusion of others.

Druids are also concerned with the delicate ecological balance that sustains plant and animal life, and the need for civilized folk to live in harmony with nature rather than opposition to it. Druids accept that which is cruel in nature, hate that which is unnatural, including aberrations and undead. They believe that life and death are blessings from The Mother, and despise those who attempt to thwart that balance.

SPIRIT OF VALOURIA



Becoming a Druid is to be visited by a nature spirit that guides them towards a dying beast. They attend to this creature in its final moments, and accept its soul as part of their own. Taking this spirit changes their personality and character to match the animal's. The Druid is assured a friendly, or at least neutral reaction from the spirit's species.

This spirit is placed into the Druid's care like a seed, and they must nurture and grow it over time. Acceptance of this spirit is a commitment to uphold the tenets and strictures of nature. Eventually this seed consumes the Druid and they return to nature in a selfless embodiment of beauty, and an act of love and life in glory of The Mother.

LEYLINES

The Old Faith has its traditions and places of pilgrimage, places of power and majestic beauty based in the natural world that hold great significance. To the casual observer, there is nothing special to mark these locations, but they are instantly recognizable to a Druid. While all of Asha is sacred to Druids, these places emanate mystical power and act as portals to other Planes Of Existence. Druids guard these locations with fervor, to ensure balance is maintained.

DRUID

Level	Prof. Bonus	Features	Cantrips Known	— Spell Slots per Spell Level —								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Druidic, Spellcasting	2	2	—	—	—	—	—	—	—	—
2nd	+2	Wild Shape, Druid Circle	2	3	—	—	—	—	—	—	—	—
3rd	+2	Animal Empathy	2	4	2	—	—	—	—	—	—	—
4th	+2	Wild Shape Improvement, Ability Score Improvement	3	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—
6th	+3	Druid Circle feature	3	4	3	3	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—
8th	+3	Wild Shape Improvement, Ability Score Improvement	3	4	3	3	2	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—
10th	+4	Druid Circle feature	4	4	3	3	3	2	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—
13th	+5	—	4	4	3	3	3	2	1	1	—	—
14th	+5	Druid Circle feature	4	4	3	3	3	2	1	1	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—
17th	+6	—	4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body, Beast Spells	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Archdruid	4	4	3	3	3	3	2	2	1	1

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per druid level

Hit Points: 1d8 + your Constitution Modifier

SPELLCASTING ABILITY

Spell save DC = 8 + proficiency bonus + Wisdom modifier

Spell Attack Modifier = proficiency bonus + Wisdom modifier

PROFICIENCIES

Armor: Light Armor, Medium Armor, Shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

Tools: Herbalism Kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

DRUIDIC LANGUAGE

You know Druidic, the secret language of Druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

SPELLCASTING

Drawing on the divine essence of Nature itself, you can cast Spells to shape that essence to your will.

Preparing Spells. Each morning following a Long Rest, you may spend time in quiet meditation and prayer and prepare a number of spells equal to your Wisdom Modifier + Your Druid Level (minimum 1). This requires at least 1 minute per Spell Level that you are preparing.

WILD SHAPE: CONDUIT OF VELORIA

Among the more formidable abilities known to Druids is a form of shapeshifting that allow Druids to shape shift into any beast. This ability is granted when they accept their beast spirit inside of them, granting them the ability to shift into any animal form that has ever existed in its cycle. The stronger their spirit becomes, the more powerful the change.

DRUID CIRCLE

At 2nd level, you take on the care of a natural beast spirit and the promise and tenets of a Druid Circle. This becomes an oath and stricture by which you must live. Breaking this stricture upsets the balance of nature and threatens your ability to protect the spirit in your care. Your circle grants you features at 2nd level and again at 6th, 10th, and 14th level.

ANIMAL EMPATHY

At 3rd level, natural beasts recognize the piece of Veloria's soul inside of you, seeing themselves as one with you rather than an instant threat. Most enjoy being near you, feeling your strong connection

to The Mother and wishing to bask in your glow. It is natural for beasts to kill for food, however you receive advantage on any interaction to influence or persuade a beast.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TIMELESS BODY

Starting at 18th level, the primal spirit that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.



BEAST SPELLS

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

ARCHDRUID

At 20th level, you can use your Wild Shape an unlimited number of times. Additionally you can ignore the verbal and somatic components of your druid spells as well as any material component that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your Wild Shape.



WILD SHAPE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that your spirit animal has been before; any beast to have ever walked Asha. You can use this feature twice, regaining expended uses after a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

BEAST SHAPES

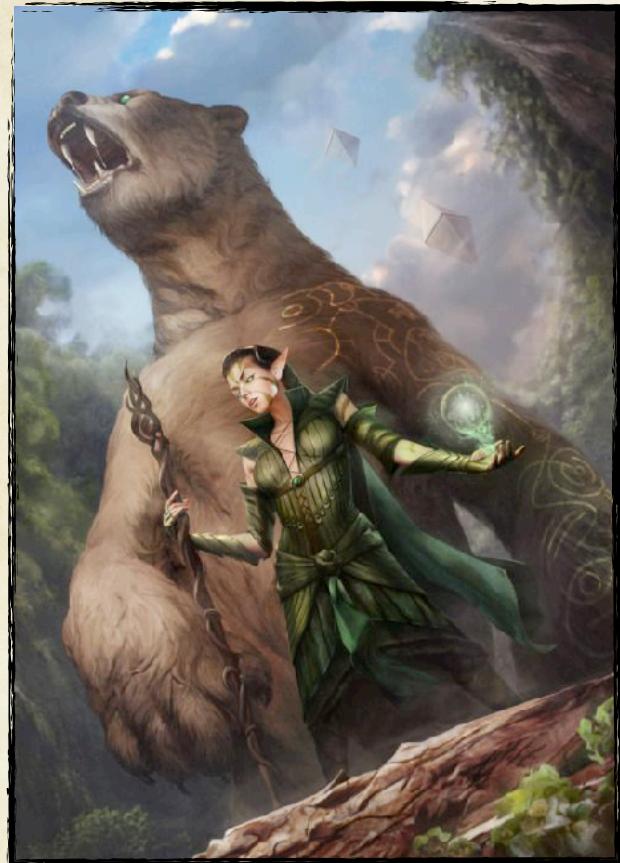
Level	Max CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

The following rules apply to your transformation:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom and Charisma scores. You also retain all of your skills and saving throws proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed.

However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit points left, you revert and take 9 damage. As long as the excess



damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *Call Lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use special senses, such as darkvision, unless your new form also has it.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

THE OLD FAITH

The Old Faith is a philosophy first popularized by the Elves of The Third Age. They revered nature and the natural order above all; seeking a mystic spirituality of transcendent union with nature. The Old Faith believes that plants and animals all share a soul that originates from Valouria herself, known simply as The Mother. As all life sprang forth from her tomb, all life must also return in The Eternal Cycle.

THE LIVING UNIVERSE

Druuids see the whole universe as being alive, having movement and the ability to act. All within are connected with a great web of life, their souls originating from Valouria and part of the same whole. The Druuids understand that the universe was not created by The Gods, and instead is another natural entity into itself.

The Old Faith seeks to explore and uncover the truths present within the natural universe. Druuids seek to understand these truths, internalize them, and preserve them. Four truths permeate the

philosophy of The Old Faith: The Eternal Cycle, Karma, The Forces Of Nature, and Balance.

THE FIRST TRUTH: THE ETERNAL CYCLE

The First Truth and central belief of The Old Faith is that of The Eternal Cycle. The never ending circle of life: spring blooms into summer, which fades into autumn and then descends into winter before winter gives rise to spring. The moon waxes, wanes, and waxes again. Life gives way to death, which leads to rebirth. The root of all Druidic philosophy is grounded in the belief that The Eternal Cycle continues without end, an unstoppable force of paradoxical creation and destruction.

THE SECOND TRUTH: KARMA

While life is born and dies, the spirit endures. An individual nature spirit will undergo endless transitions of multiple lives throughout time; bodies of the land, water, sky, fire, and vegetable bodies. Spirits begin in a primordial state and evolve or regress based upon their karma.

Karma is accrued with the actions a spirit makes, words they say and the thoughts they think. This



Karma attaches to the spirit. Violence, lies, theft, and selfish thoughts all infiltrate the soul and hamper its growth and potential of the next rebirth. Violence negatively effects and destroys ones soul, particularly when the violence is done with intent, hate, pleasure, carelessness, or when one indirectly causes or consents to the killing of a living being

THE THIRD TRUTH: FORCES OF NATURE

The seven forces that make up nature - Spring, Summer, Autumn, Winter, Dusk, Dawn, and Stars - are the third truth. These forces are made manifest as Arch Fey; entities who are physical personifications of their domain. The Arch Fey are awakened sentient spirits, intertwined incarnations of the natural force they represent. The Old Faith holds no significance in these Arch Fey, other than understanding that they are slaves to their nature.

Summer. Anger, Love, Vision, Perception, Communication, Beasts, Beauty, Calmness, Force

Autumn. Defense, Protection, Conservation, Thunder, Gratitude, Loneliness, Change, Age

Winter. Attack, Savagery, Death, Cold, Cheerfulness, Harshness, Somber, Serious

Dusk. Sleep, Illusions, Dreams, Darkness, Psychic, Courage, Bravery, Disgust, Shadows

Stars. Spirits, Soul, Prediction, Necrotic, Boredom, Awe, Wonder, Creativity, Patience, Impulsiveness

Dawn. Bonds, Healing, Light, Poison, Oceans, Trust, Inferiority, Mirth, Naivety, Youth

Spring. Birth, Creation, Life, Fire, Power, Vulnerability, Capriciousness, Skill



GRATITUDE AND BLISS

The universe is a blessing from The Mother, and Druids see the living world as a fantastic and beautiful creation engendering extremely powerful feelings of gratitude and indebtedness. The knowledge of the deep connectedness among the living creatures of the universe obliges Druids to behave as if all living things were related and part of the same sentient whole. The only sadness felt is that all living beings can't see this connection as clearly as them. At the heart of The Old Faith is gratitude and overwhelming love and thankfulness for the gifts of The Mother, Asha and The Universe.

SYMBOLISM

The Druids of The Old Faith hold great significance in the symbolism found in nature. They observe and take note of natural phenomena - such as the type and kind of flocking birds or the pattern formed by dropping a stone into a still pond.

THE FOURTH TRUTH: BALANCE

For The Eternal Cycle to turn, all things must remain and exist in balance. There is a place for everything natural somewhere in the universe. Death exists because it must, and winter comes because it is part of the cycle. Nature is wild and dangerous, and the predator is just as much a part of the world as the prey. Old Faith druids constantly strive to maintain the balance of nature through their actions and in their thoughts. Even the seven forces of nature must remain in equilibrium for the universe to exist.

CIRCLE OF DREAMS

Those who follow the Circle Of Dreams are guardians of the spirits of Asha. They have the strongest connection to the spirit and dream worlds, and care and guide for plant and animal spirits.

They are ardent protectors of life, and believe strongly in detaching oneself from the mortal body and living as a physical manifestation of their spirit. They seek to fill the world with dreamy wonder; mending wounds and bringing joy to downcast hearts.

KEEPERS OF THE SPIRIT: STRICTURES

Physical Non-Attachment. Free yourself from physical possessions. Own no physical property, make no monument, craft nothing lasting. Focus on the wealth, growth and journey of your spirit.

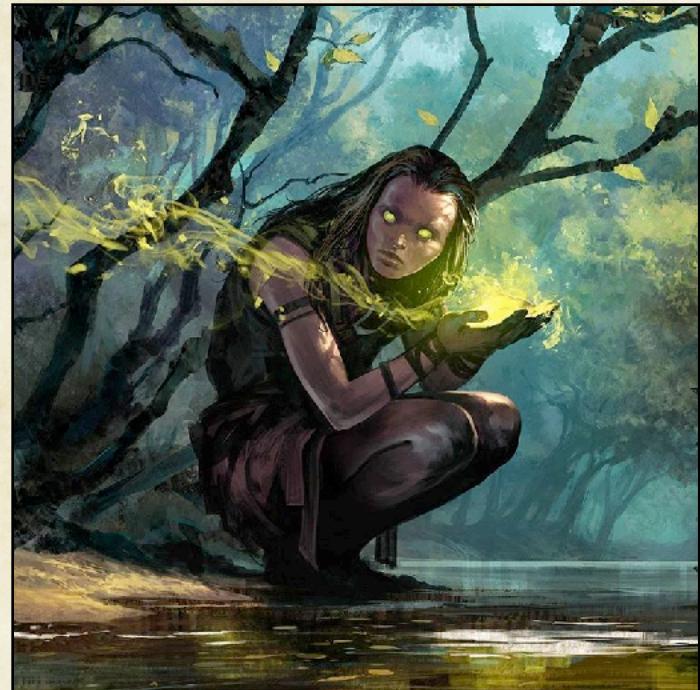
Psychic Non-Attachment. Free yourself from psychic attachments such as strong likes, dislikes, and emotions. Unchecked, these attachments lead to direct harm to one's spiritual rebirth.

Purified Spirit. Karma is accrued with the actions we make, words we say and even the thoughts we think. This Karma attaches to our spirit. Violence, lies, theft, and selfish thoughts all infiltrate ones soul and must be paid with a balanced deed. Druids Of The Dream Circle seek to add significant net positive Karma while eliminating and minimizing the bad. They seek for all spirits to maximize their potential of their next rebirth. Violence negatively effects and destroys ones soul, particularly when the violence is done with intent, hate, pleasure or carelessness, or when one indirectly causes or consents to the killing of a living being. Druids Of The Dream Circle see themselves as defenders of peace and tranquility.

Consume Not The Spirit. You eat no meat, nor eat of parts of plants which would cause the destruction of a spirit (e.g. roots, seeds).

SPIRITUAL RENEWAL

At 2nd level, you become imbued with the ability to enrich the spirit of those around you. You have a pool of spiritual energy represented by a number of



d6's equal to your Druid level. As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your Druid level or less. Roll the spent dice and add them together. The target heals that number of hitpoints. You regain the expended dice when you finish a long rest.

HEARTH OF MOONLIGHT AND SHADOW

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of nature to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn't visible outside it. The sphere vanishes at the end of the rest or when you leave the sphere.

HIDDEN PATHS

Starting at 10th level, you can use the hidden, magical pathways that some fey use to traverse space in a blink of an eye. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied

space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

WALKER IN DREAMS

At 14th level, your mastery of the Dream World grants you the ability to travel mentally or physically through dreamlands. When you finish a short rest, you can perform one of the following abilities:

Cast The Dream Message Spell. You may cast the spell Dream Message (with you as the messenger) without expending a spell slot or requiring material components.

Scry. You may attempt to scry on a particular creature you choose that is on the same plane of existence as you; as per the Wizard spell Scrying.

Dream Travel. You open a portal to the last location where you finished a long rest on your current plane

of existence. If you haven't taken a long rest on your current plane, the spell fails but isn't wasted. Once you use this feature, you can't use it again until you finish a long rest.





CIRCLE OF THE LAND

There are those who set their path to defending the sacred places of power of The Old Faith. The areas of Asha where the barrier between worlds grows thin, becoming gates to other Planes of Existence. The energy of these places vary according to the seasons, and require guardians that maintain the delicate balance of worlds. They are guardians of these places, for they hold ancient knowledge within their trees and stones. The Druids Of The Circle Of The Land preserve above all the traditions and knowledge of The Old Faith, seeking to add their spirit to the story. They safeguard ancient knowledge and rites through vast oral tradition.

KEEPERS OF THE PLACES: STRICTURES

Protect The Sacred Places. You would give your life to protect the sacred places of Asha. You must never tamper with a stone circle, standing stone, or barrow and prevent others from doing so when possible.
Land Cannot Be Owned. You do not respect the arbitrary boundaries creatures place upon land. It is a gift from The Mother to all who walk Asha and belongs at all equally. While you recognize human need for food and shelter, and do not begrudge them the right to practice responsible agriculture, you oppose those that claim ownership and do not share The Mother's natural resources fairly.

The Stones Are Spirits Too. You know that the stones carry the spirit of The Mother as does all life,

and seek to protect them from undue harm. You refuse to use metal coin, or stone tools.

Live Off The Land. You recognize that old trees hold significant spiritual value, particularly ash and oak. You protect trees from unwanted destruction, such that they may reach their potential.

Balance. The nature of The Mother is wild. Good, Evil, Chaos and Law are but names; and all living things but struggle to survive. You do not hate that which follows its natural instincts.

NATURAL RECOVERY

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest. For example, when you are a 4th-level druid, you can recover up to 2 levels worth of spell slots. You can recover either a 2nd-level or two 1st-level slots.

CIRCLE SPELLS

Your connection to the land infuses you with the ability to cast certain spells at 3rd, 5th, 7th and 9th levels. You always have them prepared, and they do not count against the number you can prepare each day. These spells are Druid spells for you.

Artic

- 3rd:** Hold Person, Spike Growth
- 5th:** Sleet Storm, Slow
- 7th:** Wintery Glide, Ice Storm
- 9th:** Commune With Nature, Cone Of Cold

Coast

- 3rd:** Shape Water, Misty Step
- 5th:** Riversight, Water Walk
- 7th:** Watery Sphere, Freedom Of Movement
- 9th:** Conjure Elemental, Scrying

Desert

- 3rd:** Blur, Reveal Mirage
- 5th:** Going In Circles, Wall Of Sand
- 7th:** Blight, Hallucinatory Terrain
- 9th:** Insect Plague, Sand Table

Forest

- 3rd:** Barkskin, Woodsong
- 5th:** Aspect Of The Stag, Druidmastery
- 7th:** Grasping Vine, Grove Of Respite
- 9th:** Tree Stride, Plant Body

Mountain

- 3rd:** Easy Climb, Boulder Toss
- 5th:** Meld Into Stone, Blast Barrier
- 7th:** Stoneskin, Land Womb
- 9th:** Passwall, Dungeonsight

Swamp

- 3rd:** Corpse Lanterns, Fungal Blisters
- 5th:** Stinking Cloud, Detoxify
- 7th:** Explosion Of Rot, Doom Of The Earthen Maw
- 9th:** Cloudkill, Leech

LAND'S STRIDE

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the Entangle spell.

NATURE'S WARD

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY

When you reach 14th level, beasts of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.



CIRCLE OF THE MOON

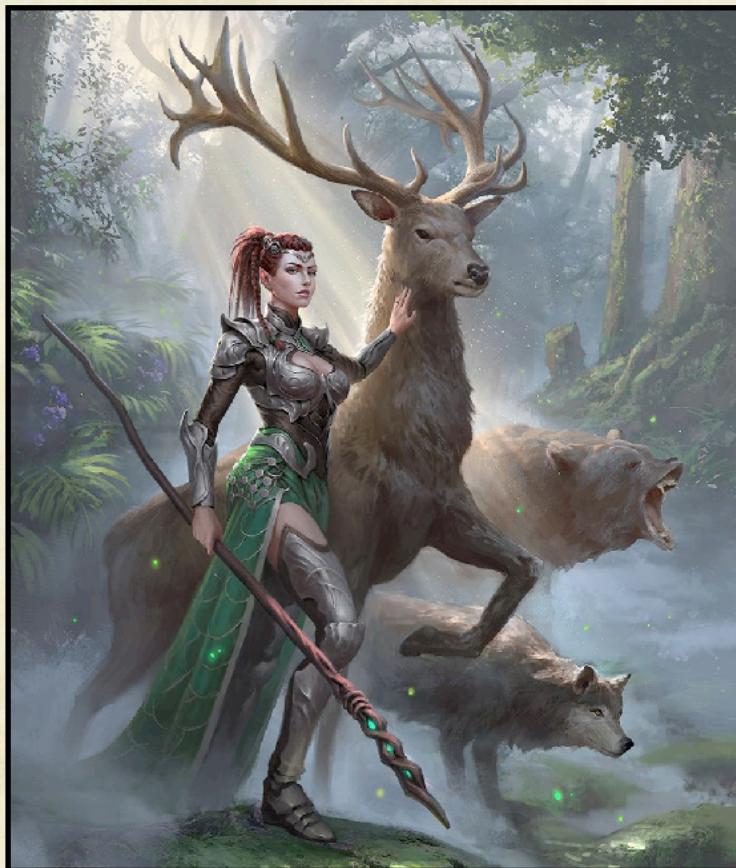
The Druids of The Circle Of The Moon are guardians of the wild and the beasts. Wild nature is a part of the Druid's blood and spirit, and they feel a connection to animals beyond their brothers and sisters. The Circle Of The Moon grants a deeper attunement to the animal spirit the Druid carries within them, and these Druids are masters of Wild Shaping.

KEEPERS OF THE WILD: STRICTURES

Harm No Beast. You must never kill, injure, nor allow to be killed or injured, a natural animal. The hurt of one is the hurt of all, and the honor of one is the honor of all.

Servant Of The Beasts. You refuse to seek help, aid or even guidance from natural beasts. You are their servant not their master. It is not your place to ask for more than you are provided.

Respect All Life. All creatures and tribes of the world are like the different colored flowers of one meadow. All are beautiful. As children of The Mother they must all be respected and given their sanctity, despite their nature and transgressions.



Banishment Of Aberrations. Aberrations are creatures that do not fit into the natural world, formed from Magic and utterly alien to The Prime Material Plane. You seek to expel these invasive species, as they upset the ecological niche of the surrounding creatures; causing the destruction of The Mother's spirit.

COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge up to 1. You ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there. Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ELEMENTAL WILD SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

THOUSAND FORMS

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the Level 2 *Partial Shapeshift* spell at will.

CIRCLE OF ROT

Druids who forsake their oaths begin to consume the spirit under their care. Drawn away from the tenants of The Mother either for selfish power or through disenfranchisement with the world. Whatever the reason, Druids of this circle appear to pervert the natural order of things by drawing life from nature, rather than giving to it.

FRIGHTENING TO ANIMALS

Your spirit that you carry inside of you is sick and dying; spewing forth the smell of rot. It wants released, and it struggles to free itself from your grasp. Any animal you wild shape into is twisted from this disease and sickness. The grants you an additional +2 to the AC of the wild shape as gnarled spines and bones protrude from your body. Your beast also gains dark vision up to 60 feet.

All natural beasts sense this struggle, and always react to you with fear and aggression. Horses will roll their eyes in terror and throw their riders, dogs will snarl or whimper and shy away from you if possible (or attack savagely if not), and your mere scent is enough to panic most creatures. Natural beasts must roll a DC 12 Wisdom saving throw to avoid a fight or flight response.

DEFILE GROUND

At 2nd Level, you can use a bonus action to corrupt a patch of land or an area of water in a 10-foot radius centered on a point within 60 feet of you. This corruption lasts for 1 minute. The corrupted area is difficult terrain for creatures that are hostile to you. Additionally, when a creature in the area takes damage from an attack or spell for the first time on a turn, it takes an extra 1d4 necrotic damage. You can move this patch of corruption up to 30 feet as a bonus action. Flying creatures are unaffected by the corruption.

Starting at 10th level, the area of your defiled ground increases to a 20-foot radius. Additionally, the extra damage dealt by your defiled ground increases to 1d6 when you reach 10th level, 1d8 at

A NOTE TO DM'S

This home-brew Druid Circle is created to better understand the nuances of a Druid that forsakes their circle. It is likely overpowered for a typical player option and was designed primarily with NPC's in mind. Consideration and modification to game balance should be made before allowing a player to take this circle.



14th level. Once you use this feature, you can't use it again until you finish a short or long rest.

REAP AND SOW

At 6th level, when you start your turn within the radius of your Defiled Ground feature, you can use your bonus action to gain temporary hit points equal to your proficiency bonus.

PUTRID INOCULATION

Starting at 10th level, your constant exposure to death and decay grants you resistance to poison damage, and immunity to disease and the poisoned

condition. Additionally, all saving throws caused by you to avoid or reduce taking poison damage, the poisoned condition, or to cause disease are made with advantage.

REBIRTH

When you reach 14th level, you have surrounded yourself with so much death, that you have learned to circumvent it. When you die, if your body is placed upon or buried in an area of natural growth, your soul plants into the ground and begins germinating a new body. An area within a radius of 10 ft withers and dies as you absorb the life energy of the flora and fauna. The spirit inside of you dies as you consume its final bits of life in order to preserve your own.

Over the course of 1 week, your soul recreates a new body out of the energy from the withered nature and your corpse. For each missing body part, the incubation time increases by 1 day, and the radius increases by 5 ft. The grown body is genetically identical to your previous one, but lacks any scars, tattoos, or other alterations made during your life time. You recall all your memories and life experiences, but have lost your guardian spirit which powers your higher level Primal magic.

