



DRUID CIRCLES



HOMEBREW

Ten New & Alternate Circles for the Druid Class
in the World's Greatest Roleplaying Game

DRUID CIRCLE

At 2nd level, a Druid gains the Druid Circle feature. The following Circles are available to Druids, in addition to those in the *Player's Handbook* and other official options:

Ancients	Harvest	Swarm
Depths	Scales	Tempest
Guardians	Sowers	Tides

CIRCLE OF THE ANCIENTS

Deep in the unexplored jungles of the world, lizardfolk tribes are led by a fearsome Circle of Druids that worship ancient reptiles known as dinosaurs. Members of this Circle draw upon the memory of these ancient beasts that flows within their own blood to strike fear into the hearts of their foes.

Druid Level Feature

2nd	Circle Spells, Ancient Forms Primitive Adaptation
6th	Primal Strikes
10th	Dreadful Wild Shape
14th	Monstrous Form

CIRCLE SPELLS

2nd-level Circle of the Ancients feature

When you reach certain Druid levels, you gain access to the spells listed below. They count as Druid spells for you, and you always have them prepared, but they don't count against the number of spells you prepare each day.

Druid Level Spells

2nd	<i>cause fear</i> ^{XGtE}
3rd	<i>enlarge/reduce</i>
5th	<i>fear</i>
7th	<i>dominate beast</i>
9th	<i>commune with nature</i>

ANCIENT FORMS

2nd-level Circle of the Ancients feature

Whether by heritage or ceremony, your bloodline now bears the memory of ancient dinosaurs. As a bonus action, you can expend a use of Wild Shape to take the form of a dinosaur or another reptilian beast with a Challenge Rating as high as 1. You can ignore the Max. CR column of the Beast Shapes table, but you must abide by all other limitations.

You do not need to have seen a dinosaur before to Wild Shape into it. However, you are limited to Wild Shaping only into dinosaurs and their descendants: birds and reptiles. Examples include velociraptors, crocodiles, and vultures.

At 6th level, you can Wild Shape into an Ancient Form with a CR as high as your Druid level divided by 3, rounded down.

PRIMITIVE ADAPTATION

2nd-level Circle of the Ancients feature

Your fingers elongate into savage claws which count as natural weapons and deal 1d6 slashing damage on hit. You also gain a climbing speed equal to your walking speed.



OPTIONAL RULE: REPTILIANS ONLY

In many worlds, Druids who join the Circle of the Ancients are required to be of reptilian heritage. This would include the lizardfolk, turtles, saurians, some dragonborn, aaracokra, and other avians.

Talk to your DM about lifting this restriction for your world, or come up with a ritual or reason for your Druid to be considered of reptilian heritage.



PRIMAL STRIKES

6th-level Circle of the Ancients feature

You have learned to draw forth more of the ancient power in your blood. Your natural weapon attacks in your normal form and Ancient Form attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks.

DREADFUL WILD SHAPE

10th-level Circle of the Ancients feature

Your connection with the great reptiles of ancient days grows stronger. As a bonus action, you can expend two uses of Wild Shape to transform into an Ancient Form with a Challenge Rating equal to your Druid level divided by 2 (rounded down).

MONSTROUS FORM

14th-level Circle of the Ancients feature

Beginning at 14th level, you can enhance your Ancient Form with druidic power. While in Ancient Form, you can cast the *enlarge* portion of *enlarge/reduce*, targeting only yourself, without expending a spell slot or material components.

You can cast *enlarge/reduce* in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

CIRCLE OF THE DEPTHS

From the high mountain peaks to ancient forest groves, and to blistering deserts, Circles of Druids can be found in every environment. The strangest of these Druidic Circles is found in the darkest depths, where blind things gnaw at the roots of the world. Druids of the Depths spend their lives monitoring the strange ecosystems that exist in the deep and wield the aberrant powers that develop in the never-ending darkness.

Druid Level	Feature
2nd	Aberrant Form, Circle Spells
6th	Alien Strikes
10th	Abhorrent Wild Shape
14th	Aberrant Evolution

ABERRANT FORM

2nd-level Circle of the Depths feature

The dark power of your Circle allows you to adopt aberrant beast forms. As a bonus action, you can expend a use of Wild Shape to transform into a beast with a Challenge Rating as high as 1. You can ignore the Max. CR column of the Beast Shapes table, but you must abide by all other limitations.

When you use Wild Shape in this way, you transform into the Aberrant Form of that beast. You use the beast's normal stat block, but it gains the *sunlight sensitivity* trait (as below), and one additional trait of your choice from the following list:

SUNLIGHT SENSITIVITY

The beast has disadvantage on Wisdom (Perception) checks and attack rolls that rely on sight when the beast, its target, or whatever it is attempting to perceive is in direct sunlight.

AMPHIBIOUS SKIN

The beast's skin becomes completely translucent. It gains a swimming speed of 10 feet, and it can breathe air and water.

ARACHNOID GRIP

The beast sprouts additional insectoid legs. It gains a 30 foot climbing speed, and it can climb difficult surfaces, including upside down, without needing to make an ability check.

GNAWING HUNGER

The beast grows serrated mouths at the end of each of its limbs. When it deals damage with a natural weapon attack, it gains temporary hit points equal to half the damage dealt.

INSECTILE CARAPACE

The beast grows a chitinous shell or plates in place of its fur or scales. It gains a +2 bonus to its natural Armor Class.



PSIONIC AWAKENING

The beast appears emaciated and its eyes become milky and white. You can cast your Circle of the Depths Spells as normal while in this form.

QUIVERING FLESH

The beast's flesh quivers as if it is made of slime or viscous ooze. It can move through gaps as narrow as 1-inch wide without having to squeeze, without expending extra movement.

UNNATURAL SIGHT

The beast has only empty sockets where its eyes would be. It cannot see normally or perceive things normally, but it gains blindsight out to a 10-foot radius.

CIRCLE SPELLS

2nd-level Circle of the Depths feature

Your time in the endless dark grants you deep magics. You learn *mind sliver*. It counts as a Druid cantrip for you, but doesn't count against your number of Cantrips Known.

When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they don't count against the number of spells you prepare each day.

Druid Level	Spells
2nd	<i>mind sliver</i> ^{TCoE}
3rd	<i>mind whip</i> ^{TCoE}
5th	<i>hunger of hadar</i>
7th	<i>evard's black tentacles</i>
9th	<i>telekinesis</i>

ALIEN STRIKES

6th-level Circle of the Depths feature

Eldritch energies empower your aberrant transformations. The natural weapon attacks of your Aberrant Forms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

In addition, you can Wild Shape into the Aberrant Form of any beast you have seen before with a Challenge Rating as high as your Druid level divided by 3 (rounded down).

ABHORRENT WILD SHAPE

10th-level Circle of the Depths feature

You have forged a strange connection with the unnatural and alien creatures of the alien depths. As a bonus action, you can expend two uses of Wild Shape at the same time to take the form of an aberration you have seen with a CR of 5 or lower.

Moreover, when you use Aberrant Form to Wild Shape into the Aberrant Form of a beast, it gains two Aberrant Form traits of your choice (in addition to *sunlight sensitivity*).

ABERRANT EVOLUTION

14th-level Circle of the Depths feature

Your Aberrant Forms have evolved to thrive in sunlight as well as darkness. When you Wild Shape into the Aberrant Form of a beast, it no longer gains the *sunlight sensitivity* feature, and it instead gains an additional Aberrant trait of your choice from the list (for a total of three traits).



CIRCLE OF GUARDIANS

While all Druids forge a relationship with the natural world, those who join the Circle of Guardians dedicate their lives to protecting the elder forests and sacred groves that serve as sources of druidic magic. Known simply as Guardians, these Druids are as stalwart and resilient as the trees they defend.

Druid Level	Feature
2nd	Elder Limbs, Circle Spells, Guardian Form
6th	Arboreal Strikes
10th	Grasp of the Forest
14th	Verdant Mastery

ELDER LIMBS

2nd-level Circle of Guardians feature

The magic of the elder forest you guard empowers your body with primeval power. Your unarmed strikes deal bludgeoning damage equal to 1d8 + your Strength modifier on hit.

Moreover, when you hit a creature with an unarmed strike, you can expend a spell slot to cast *ensnaring strike* on your target as part of your unarmed strike attack.



CIRCLE SPELLS

2nd-level Circle of Guardians feature

Your link with your primal grove grants you access to certain spells. When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they don't count against the total number of spells you prepare each day.

Druid Level Spells

2nd *compelled duel, ensnaring strike*

3rd *earthbind* ^{XGtE}, *warding bond*

5th *erupting earth* ^{XGtE}, *plant growth*

7th *aura of life, grasping vine*

9th *tree stride, wrath of nature* ^{XGtE}

GUARDIAN FORM

2nd-level Circle of Guardians feature

The primordial forests you protect can lend you their elder powers. As a bonus action, you can expend a use of Wild Shape and transform into a treelike Guardian Form, which grants you the following benefits for 10 minutes:

- Your flesh is covered in bark. Your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier.
- As a bonus action, you can grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1).
- The reach of your unarmed strikes increases by 5 feet.
- You can use your Wisdom, in place of Strength, for the attack and damage rolls for your unarmed strikes.

Your Guardian Form transformation ends early if you are reduced to 0 hit points, or you use a bonus action on your turn to revert to your normal form.

ARBOREAL STRIKES

6th-level Circle of Guardians feature

The elder grove you defend enhances your combat abilities. You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your Druid cantrips in place of one of those attacks.

Also, your unarmed strikes count as magic for the sake of overcoming resistance and immunity to nonmagical attacks.

GRASP OF THE FOREST

10th-level Circle of Guardians feature

Your elder magic stimulates wild growth. As an action, you can expend a use of Wild Shape to cast *plant growth*. When you do, you can choose a number of creatures equal to your Wisdom modifier (minimum of 1) that can ignore the difficult terrain created, as the plant move and allow them to pass by.

VERDANT MASTERY

14th-level Circle of Guardians feature

Your body is completely suffused with elder druidic magic. When you transform into Guardian Form, you grow by one size category, for example from Medium to Large, and you resemble an ancient treant. You also gain resistance to all bludgeoning, piercing, poison, and slashing damage.

Finally, the duration of your Guardian Form transformation increases to 1 hour, and while you are in Guardian Form,

you can speak to plants as if you were under the effects of the *speak to plants* spell, so long as you speak in Druidic.



CIRCLE OF THE HARVEST

The cyclical nature of life is a central belief of every Druid, no matter their Circle. However, to members of the Circle of the Harvest, this cycle is of utmost importance. They stand as the protectors of natural law and look to destroy any who would violate the cycle of life with necromancy or other dark magic.

Druid Level Feature

2nd	Druidic Avenger, Harvest Scythe
6th	Extra Attack
10th	Mantle of Defense
14th	Cull the Unnatural

DRUIDIC AVENGER

2nd-level Circle of the Harvest feature

You have taken up the ancient mantle of the Druidic Avenger. As a bonus action, you can expend a use of your Wild Shape to transform into your Avenger Form. While in this Form, you retain your game statistics, but you gain the benefits below:

- Your walking speed increases by 10 feet.
- So long as you are not wearing medium or heavy armor or wielding a shield, you gain a bonus to your Armor Class equal to your Wisdom modifier (minimum of +1).
- 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).

This Form lasts for 1 minute. It ends early if you are incapacitated or you end it as a bonus action.

HARVEST SCYTHE

2nd-level Circle of the Harvest feature

Over the course of 1 hour, which can be during a short or long rest, you can perform an ancient ritual to conjure a Harvest Scythe. It is a magic weapon with the finesse and versatile properties and deals 1d8 (1d10) slashing damage on hit. This Scythe can be used as a spellcasting focus by you, and you gain the following benefits while you wield it:

- You know *chill touch*. It counts as a Druid spell for you, but it doesn't count against your Cantrips Known.
- You always have *inflict wounds* prepared. It counts as a Druid spell for you, but it doesn't count against the total number of Druid spells you can prepare each day.
- You can cast *inflict wounds* at 1st-level level, without expending a spell slot a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

If you lose your Scythe, you can perform a 1-hour ritual and conjure another, and the previous Scythe turns to ash.

EXTRA ATTACK

6th-level Circle of the Harvest feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your Druid cantrips in place of one of those attacks.

MANTLE OF DEFENSE

10th-level Circle of the Harvest feature

You can channel druidic magic to absorb incoming blows

As a reaction when you take damage in your Avenger Form, you can expend a spell slot to reduce the incoming damage by five times the level of the spell slot you expended.

CULL THE UNNATURAL

14th-level Circle of the Harvest feature

Your desire to destroy the enemies of nature empowers your attacks. You add your Wisdom modifier (minimum of +1) to the damage of any attacks you make with your Harvest Scythe while you are in your Avenger Form.

Finally, your ancient magic grants you resistance to unnatural powers. you gain resistance to necrotic damage when you are in your Avenger Form.

CIRCLE OF SCALES

While most Druids protect places of natural power or wield the forces of nature, some form Circles in service of ancient dragons. In an effort to defend their lair, elder dragons will bestow some of their power upon Druids who maintain its territory. The older the dragon, the larger its Druidic Circle.

Druid Level Feature

2nd	Circle Spells, Gift of the Elder Dragon, Draconic Wild Shape
6th	Infused Strikes
10th	Terrifying Wild Shape
14th	Elder Power



CIRCLE SPELLS

2nd-level Circle of Scales feature

Your elder dragon grants you access to certain spells. When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they don't count against the total number of Druid spells you can prepare each day.

Druid Level	Spells
2nd	<i>thaumaturgy</i>
3rd	<i>dragon's breath</i> ^{XGE}
5th	<i>fear</i>
7th	<i>elemental bane</i> ^{XGE}
9th	<i>dominate person</i>

GIFT OF THE ELDER DRAGON

2nd-level Circle of Scales feature

When you join this Circle you pledge yourself in service to a great dragon. Choose the scale color of the dragon you serve. You gain resistance to the damage type associated with your elder dragon's Element on the table below.

Color	Element	Color	Element
Amethyst	Force	Gold	Fire
Black	Acid	Green	Poison
Blue	Lightning	Red	Fire
Brass	Fire	Sapphire	Thunder
Bronze	Lightning	Silver	Cold
Copper	Acid	Steel	Acid
Crystal	Radiant	Topaz	Necrotic
Emerald	Psychic	White	Cold

DRACONIC WILD SHAPE

2nd-level Circle of Scales feature

The draconic power you have been gifted allows you to adopt more powerful beast forms. As a bonus action, you can use Wild Shape to transform into a beast with a Challenge Rating as high as 1. You can ignore the Max. CR column of the Beast Shapes table, but you must abide by all other limitations.

Also, when you use Wild Shape to transform into a beast, you can expend a spell slot of 1st-level or higher to empower your transformation with the draconic magic of your Circle, granting your beast form the following additional benefits:

- The beast is covered in a thin sheen of draconic scales that resemble those of the dragon you serve. The beast's Armor Class is equal to 13 + its Dexterity modifier unless its natural Armor Class was already higher.
- The beast gains resistance to the damage type associated with the Element of the elder dragon you serve.
- The beast gains temporary hit points equal to five times the level of the spell slot you used to empower this form.
- As a bonus action, you can expend a spell slot of 1st-level or higher to grant your beast form temporary hit points equal to five times the level of the spell slot you expend.

Once you empower your Wild Shape in this way you must finish a short or long rest before you can do so again.



INFUSED STRIKES

6th-level Circle of Scales feature

When you empower your Wild Shape transformation with draconic magic, your beast's natural weapon attacks deal the damage type of your dragon's Element.

In addition, you can now Wild Shape into a beast with a CR as high as your Druid level divided by 3, rounded down.

TERRIFYING WILD SHAPE

10th-level Circle of Scales feature

Your mastery over the draconic magic you wield allows you to take on the form of a true dragon. As a bonus action, you can expend two uses of Wild Shape at the same time to take the form of a dragon with a CR of 5 or lower.

If you Wild Shape into a dragon with a breath weapon, you can choose for its breath weapon to deal the damage type of your elder dragon's Element in place of the normal damage.

ELDER POWER

14th-level Circle of Scales feature

You have become one of the most loyal servants of your elder dragon and are given increased power. When you empower your Wild Shape transformation with draconic magic, the beast sprouts a leathery pair of draconic wings and gains a 40-foot flying or swimming speed (your choice).





CIRCLE OF THE SOWER

The Druid Circle that is most revered by civilized peoples is that of the Sowers. Folktales tell of an ancient druidic sage that guided mortals to the discovery of agriculture. Drawing on their mystical knowledge of the natural world, this Druid led ancient peoples to establish the first farms and towns.

Those who join the Circle of the Sower follow the example of that ancient sage. They wander the countryside and offer magical aid to farmers, gardeners, and all who till the soil.

Druid Level Feature

2nd	Wandering Sage, Mystic Harvest, Circle Spells
6th	Wild Growth
10th	Abundant Harvest
14th	Verdant Grasp

WANDERING SAGE

2nd-level Circle of the Sower feature

You gain a mystical understanding of the natural cycles of life, growth, and death. You gain proficiency in Nature. Whenever you make an Intelligence (Nature) check you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

MYSTIC HARVEST

2nd-level Circle of the Sower feature

When you join this Circle, you learn to use druidic magic to produce wondrous fruits. As a bonus action, you can expend a use of Wild Shape to produce one Mystical Fruit from the list below in your empty hand. The Fruit can be eaten as an action. Any uneaten Fruit spoils after 1 minute.

INVIGORATING FRUIT

The creature that eats this Fruit regains hit points equal to your Wisdom modifier + your Druid level. Any hit points over its hit point maximum become temporary hit points.

MYSTIC FRUIT

The creature that eats this Fruit regains a single expended spell slot of a level equal to your Wisdom modifier or lower.

Once a creature benefits from this Fruit it must complete a long rest before it can do so again.

REVITALIZING FRUIT

The creature that eats this Fruit is instantly cured of one of the following conditions: blinded, deafened, paralyzed, petrified, poisoned, a reduction to an ability score or its hit point maximum, or its exhaustion is reduced by 1.

CIRCLE SPELLS

2nd-level Circle of the Sower feature

When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they do not count against the total number of Druid spells you can prepare each day.

Druid Level Spells

2nd	<i>entangle, goodberry</i>
3rd	<i>lesser restoration, spike growth</i>
5th	<i>create food & water, plant growth</i>
7th	<i>aura of life, grasping vine</i>
9th	<i>greater restoration, tree stride</i>

WILD GROWTH

6th-level Circle of the Sower feature

You cause plants to blossom and thrive wherever you travel. When you take a short or long rest, the effects of the 8-hour casting of *plant growth* immediately take effect in the area around you, unless you choose to withhold them.

Your connection with plant life also grants you immunity to poison damage, the poisoned condition, and natural poisons.

ABUNDANT HARVEST

10th-level Circle of the Sower feature

You can use the magic of your Wild Shape to produce more potent produce. When you produce a Mystical Fruit you can choose from the following additional options:

EMBOLDENING FRUIT

The next time the creature that eats this Fruit rolls a d20, it can choose to substitute its d20 roll with your Druid level.



PRIMAL FRUIT

The creature that eats this Fruit is resistant to bludgeoning, piercing, and slashing damage for the next minute.

VERDANT GRASP

14th-level Circle of the Sower feature

You have an unparalleled command over plant life. You can cast *grasping vine* without expending a spell slot a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

When you cast *grasping vine*, you can conjure two vines at once in separate locations within range of the spell. You can direct both vines at once with the same bonus action.

CIRCLE OF THE SWARM

Druids defend every life, no matter how small or unseemly it may be. Some take this call more seriously than others and join a Circle of the Swarm. Often centered around sewers of great settlements or among festering swamps, these Druids have an affinity for vermin with many legs or gnawing teeth.

Druid Level	Feature
2nd	Swarmcaller, Circle Spells
6th	Greater Swarm
10th	Eyes of the Swarm
14th	From Many, One

SWARMCALLER

2nd-level Circle of the Swarm feature

The swarms of pests you defend are never far. You learn the *infestation* cantrip, but it does not count against your total number of Cantrips Known. When you cast *infestation*, you can target two creatures that are within 5 feet of each other, and when a creature fails its saving throw against this spell, you can choose which direction it moves.

Moreover, you can use a bonus action on your turn to use Wild Shape to turn into a swarm of beasts, such as a *swarm of rats*. When you do so, it gains the following benefits:

- It gains a number of bonus hit points equal to 1 + your Druid level.
- It can add your Wisdom modifier to all ability checks, attack rolls, and saving throws.

CIRCLE SPELLS

2nd-level Circle of the Swarm feature

When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they do not count against the total number of spells you prepare each day.

Druid Level Spells

2nd	<i>faerie fire, ray of sickness</i>
3rd	<i>blur, web</i>
5th	<i>gaseous form, slow</i>
7th	<i>arcane eye, giant insect</i>
9th	<i>commune with nature, insect plague</i>

GREATER SWARM

6th-level Circle of the Swarm feature

You call and the swarm answers. While you are Wild Shaped into a swarm, you can cast *infestation* and your Circle Spells as normal, and their effects manifest as part of your swarm.

Also, your attacks while you are Wild Shaped into a swarm count as magical for the sake of overcoming resistance and immunity to nonmagical attacks and damage.

EYES OF THE SWARM

10th-level Circle of the Swarm feature

Your vermin are always gathering information for you. When you finish a short or long rest, you gain information about the surrounding area as if you had cast *commune with nature*.

When cast in this way, the spell works even where nature has been replaced by construction, such as cities and towns.

FROM MANY, ONE

14th-level Circle of the Swarm feature

You and the multitudes you protect have become one being.

When you are reduced to 0 hit points, but are not killed outright, you can expend a use of Wild Shape to turn into a swarm of beasts with a Challenge Rating of 1/2 or lower, and immediately move up to the swarm's walking, flying, or climbing speed without provoking opportunity attacks.

Once you use this feature you must finish a long rest before you can use your Wild Shape in this way again.





CIRCLE OF THE TEMPEST

Drawn to the most destructive forces of the natural world, the Tempest Druids wield the power of storms. They often view themselves as great defenders of nature and use their power to strike back when civilization encroaches upon the wilds. Theirs is the power of lightning, thunder, ice, and wind, and woe to any who stand against these acolytes of destruction.

Druid Level Feature

2nd	Circle Spells, Nature's Wrath, Tempestuous Rebuke
6th	Thunderous Strike
10th	Tempestuous Form
14th	One with the Storm

CIRCLE SPELLS

2nd-level Circle of the Tempest feature

When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they do not count against the total number of spells you prepare each day.

Druid Level Spells

2nd	<i>fog cloud, thunderwave</i>
3rd	<i>shatter, warding wind</i> ^{XGE}
5th	<i>lightning bolt, thunder step</i> ^{XGE}
7th	<i>ice storm, storm sphere</i> ^{XGE}
9th	<i>control winds</i> ^{XGE} , <i>maelstrom</i> ^{XGE}

NATURE'S WRATH

2nd-level Circle of the Tempest feature

You can call upon the destructive power of nature. When you cast a Druid spell that deals lightning or thunder damage, you can expend a use of Wild Shape to cause that spell to deal maximum damage to one target, instead of rolling.

TEMPESTUOUS REBUKE

2nd-level Circle of the Tempest feature

The elemental powers rebuke those who strike at you, their acolyte. When a creature within 5 feet that you can see hits you with an attack, you can use your reaction to force it to make a Dexterity saving throw. It takes 2d8 thunder damage on a failed save, and half as much on a successful save.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.

THUNDEROUS STRIKE

6th-level Circle of the Tempest feature

You carry the fury of the storm. Once per turn, when you hit a Large or smaller creature with a melee attack, you can also push it up to 10 feet away from you in a straight line.

TEMPESTUOUS FORM

10th-level Circle of the Tempest feature

You can use druidic magic to transform into a minor version of the tempest you serve. As an action, you can expend two uses of Wild Shape to transform into an air elemental.

ONE WITH THE STORM

14th-level Circle of the Tempest feature

You have become one with the destructive power of nature. You gain a flying speed equal to your walking speed.

In addition, whenever you use Nature's Wrath, the spell deals maximum damage to every target, instead of just one.

SERVANTS OF THE TEMPEST

While Tempest Domain and Circle of the Tempest are similar mechanically, they almost always serve different masters. Clerics serve gods of storms and destruction, but Tempest Druids are often found in the service of nature itself or ancient elementals.



CIRCLE OF THE TIDES

Few natural forces exert as much influence over mortals as the waters of the world. Rain for crops, raging storms, and winding rivers all influence the lives of mortals. Tidal Druids monitor the relationship between civilization and the waters of oceans, rivers, and lakes. They are often found using the innate magic found in the waters to heal the sick, provide rest to the weary, and nurture the crops of common folk.

Druid Level Feature

2nd	Disciple of the Sea, Circle Spells, Tidal Aura (15 ft.)
6th	Undertow
10th	Waters of Life
14th	Master of the Waves, Tidal Aura (30 ft.)

DISCIPLE OF THE SEA

2nd-level Circle of the Tides feature

Your dedication to primal waters has changed you. When you join this Circle, you gain the ability to breathe both air and water, and you gain a swimming speed equal to your walking speed.

CIRCLE SPELLS

2nd-level Circle of the Tides feature

Your connection with the primal waters grants you access to certain spells. You learn the *shape water* cantrip, but it does not count against your total number of Cantrips Known.

When you reach certain Druid levels, you gain access to the spells in the table below. They count as Druid spells for you, and you always have them prepared, but they do not count against the total number of spells you prepare each day.

Druid Level Spells

2nd	<i>fog cloud, healing word</i>
3rd	<i>misty step, prayer of healing</i>
5th	<i>mass healing word, tidal wave</i> ^{XGE}
7th	<i>control water, watery sphere</i> ^{XGE}
9th	<i>maelstrom</i> ^{XGE} , <i>raise dead</i>

TIDAL AURA

2nd-level Circle of the Tides feature

As a bonus action, you can expend a use of Wild Shape to exude a mystical watery force in a 15-foot radius. Creatures of your choice within this Aura treat it as difficult terrain. If a creature has a swimming speed it ignores this effect.

Your Tidal Aura also enhances your healing powers. When you cast a spell that restores hit points to a creature within this Tidal Aura, one target within the Aura regains additional hit points equal to your Wisdom modifier (minimum of 1).

Your Tidal Aura lasts for 1 minute. Its effects end early if you end it as a bonus action, or if you are incapacitated.

UNDERTOW

6th-level Circle of the Tides feature

Your Tidal magic has grown in power. When you cast a spell that forces a creature in your Tidal Aura to make a Strength, Dexterity, or Constitution saving throw, you can empower the spell. Any creature within your Tidal Aura makes their initial saving throw against the empowered spell at disadvantage.

You can empower a spell in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

WATERS OF LIFE

10th-level Circle of the Tides feature

You can wield the magic of primal water to rejuvenate your allies as you hinder your foes. When you activate your Tidal Aura, you gain a pool of temporary hit points equal to your Druid level + your Wisdom modifier that you can distribute to creatures of your choice within your Tidal Aura.

When your Tidal Aura ends, any remaining temporary hit points from this feature are immediately dispelled.

MASTER OF THE WAVES

14th-level Circle of the Tides feature

Your bond with the mystical waters has reached its apex. You can cast *control water* at will, without expending a spell slot, so long as you target a body of water of sufficient size.

Also, the radius of your Tidal Aura increases to 30 feet, and creatures of your choice treat the area of your Tidal Aura as difficult terrain even if they have a swimming speed.



ALTERNATE DRUID CIRCLES

Below are alternate versions of official Druid Circles for the Druid that may be found by some to be underwhelming or have mechanics that are considered overly punishing.

Alternate Circle of the Land

ALTERNATE CIRCLE OF THE LAND

Druids of the Circle of the Land are the most common Druid, if Druids can be considered common at all. These sages of the natural world are able to attune themselves to almost any environment, giving them an increased ability to draw out the natural magic of the flora and fauna that surround them.

Druid Level Feature

2nd	Localized Spells, Natural Recovery
6th	Acolyte of Nature
10th	Nature's Ward
14th	Nature's Sanctuary

LOCALIZED SPELLS

2nd-level Circle of the Land feature

You have mastered a greater amount of druidic magic. You learn one additional Druid cantrip of your choice, but it does not count against your total number of Cantrips Known.

In addition, you are infused with the ability to cast certain spells based on your environment. When you finish a long rest, you can attune to the local environment, choosing the option that best represents your surroundings: arctic, cave, coast, desert, forest, grassland, mountain, or swamp.

While attuned to that environment you gain access to the corresponding spells on the Localized Spells table below. These spells count as Druid spells for you and you always have them prepared, but they don't count against the total number of Druid spells you can prepare each day.

NATURAL RECOVERY

2nd-level Circle of the Land feature

You can regain some of your druidic magic by communing with nature. At the end of a short rest, you can choose to recover a number of expended spell slots with a combined level less than or equal to half your Druid level rounded up. Spell slots you regain must be 5th-level or lower.

Once you use this feature to recover spell slots you must finish a long rest before you can use it again.

ACOLYTE OF NATURE

6th-level Circle of the Land feature

You move effortlessly through the wild. You ignore the effects of difficult terrain imposed by your attuned environment.

Moreover, you have advantage on saving throws to resist the harmful effects of your attuned environment. Examples include extreme temperatures and weather, hostile flora, or other magical environmental effects.

NATURE'S WARD

10th-level Circle of the Land feature

You are able to adapt to the hostile effects of nearly any wild place. When you finish a short or long rest, choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. You gain resistance to that type of damage until the end of your next short or long rest.

NATURE'S SANCTUARY

14th-level Circle of the Land feature

Creatures of the natural world can sense your devotion to nature and are hesitant to attack you. When a beast or plant attacks you, you can force it to make a Wisdom saving throw. On a failure, the attack automatically misses. On a success, the creature is immune to this effect for 24 hours.

Beasts and plants with a Wisdom of 4 or higher are aware of this effect before they make their attack against you.

LOCALIZED SPELLS

Level	Arctic	Cave	Coast	Desert
2nd	<i>armor of agathys</i>	<i>cause fear</i> ^{XGtE}	<i>fog cloud</i>	<i>silent image</i>
3rd	<i>hold person</i>	<i>web</i>	<i>misty step</i>	<i>dust devil</i> ^{XGtE}
5th	<i>slow</i>	<i>fear</i>	<i>tidal wave</i> ^{XGtE}	<i>daylight</i>
7th	<i>ice storm</i>	<i>giant insect</i>	<i>watery sphere</i> ^{XGtE}	<i>hallucinatory terrain</i>
9th	<i>cone of cold</i>	<i>passwall</i>	<i>maelstrom</i> ^{XGtE}	<i>seeming</i>

Level	Forest	Grassland	Mountain	Swamp
2nd	<i>entangle</i>	<i>longstrider</i>	<i>earth tremor</i> ^{XGtE}	<i>caustic brew</i> ^{TCoE}
3rd	<i>spider climb</i>	<i>pass without trace</i>	<i>earthen grasp</i> ^{XGtE}	<i>acid arrow</i>
5th	<i>plant growth</i>	<i>haste</i>	<i>call lightning</i>	<i>stinking cloud</i>
7th	<i>guardian of nature</i> ^{XGtE}	<i>freedom of movement</i>	<i>stone shape</i>	<i>blight</i>
9th	<i>tree stride</i>	<i>far step</i>	<i>wall of stone</i>	<i>insect plague</i>



DRUID CIRCLES

Channel the awesome power of nature and defend the balance of the natural world with eleven new Druid Circles for the Druid class!

*Ancients - Depths - Guardians - Harvest
Scales - Sowers - Swarm - Tides - Tempest
Alternate Land - Alternate Spores*

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