



# Three New Druid Circles

*There are many types of druid in fiction and film with widely differing specializations. This article explores three new Druid Circles to help bring variety to your game table.*

## Circle of Birds and Beasts

Druids of this Circle use their command and control of natural creatures to aid their allies.

## Circle of the Elements

Druids of this Circle specialize in controlling the elements and elementals.

## Circle of Life

Druids of this Circle wield positive energy to heal the living and purify the land.

# Circle of Birds and Beasts

*"Seek out the Brown wizard in the great wood, tell him of our need," whispered the elf king.*

*"But sire, how will I find him?" Illuvian tentatively responded.*

*The king waved his hand dismissively. "He will find you; all the woodland creatures are his eyes and ears."*

Druids in the Circle of Birds and Beasts possess a deep understanding of natural creatures. They can use their powers to expand their knowledge of the world and to send messages. The creatures of the woods, the forests, the jungles, the coasts, and the deserts are their friends, allies, and spies. The Circle itself acts as a vast network of linked human and animal minds, but its thoughts are unknown to civilization and its members often secretive and obscure.

## Druidic Companion

At 2<sup>nd</sup> level, you gain the ability to call an animal companion. You conduct a ritual which takes 1 hour, at the end of which time a beast creeps cautiously into your presence. The beast must exist in your current environment, and will stay with you for a number of days equal to your druid level. The beast will have knowledge of local landmarks and flora and fauna, which it is able to communicate telepathically to you. However, its descriptions will reflect its animal intelligence. At the end of the duration, the animal leaves and you cannot call a replacement until you have completed a long rest. Your companion must be a Medium or smaller beast of CR ¼ or lower.

## Tiny Messenger

From 2<sup>nd</sup> level onwards, you can call upon a tiny bird, insect, or animal to convey a message. This effect is similar to the *animal messenger* spell with the following differences:

- The duration of the effect, and therefore the distance which the messenger can travel, increases by a day per druid level.
- No spell slot is expended, but your druid will need a long rest before this can be attempted again.

## Agents of the Wild

At 6<sup>th</sup> level, you are able to use nearby beasts as spies. You can telepathically speak with all beasts within a radius of 1 mile per druid level. The creatures report the presence of anything unusual, such as humanoids or monsters that are not beasts. They will give an impression of direction, size and numbers, although they will not distinguish between friend and foe, or give more than a general description. (Typical descriptive examples would be "a large group of angry men," "elves traveling swiftly," or "a black dragon").

## Mind of Bird and Beast

At 10<sup>th</sup> level, you can assume full control of the mind of a beast. You enter a trance, during which your skin grows cold and you appear to be sleeping. While in this state, you cannot take actions, but you may instantly dominate the mind of a beast with an intelligence score of 3 or less within a radius of 5 miles per druid level. You assume control of the creature and are able to use all of its senses and special traits. This domination effect lasts for a number of minutes equal to your druid level or until the creature dies, after which you exit from your trance. Once you use this feature, you can't use it again until you finish a short or long rest.

## Call the Beasts

Starting at 14<sup>th</sup> level, you can use your action to call beasts to aid you. The beasts magically arrive within 1d4 rounds and act as allies to your party, attacking the nearest enemies without need for direction from you. You can summon four creatures with a challenge rating of 1, three creatures with a challenge rating of 2, or a single creature with a challenge rating of 6 or lower. You and your allies may use these creatures as mounts as long as they are



## Circle of the Elements

*"I defy you interlopers to enter my domain!" roared the Lady of Flame, her pale face burning with hatred. "Your legionnaires cut down our master at Ynys Mon, but the great red wyrm still lives. And she speaks through me!" The twin vipers in her hands twisted at her words and a gout of fire billowed down the hill.*

Druids of the Circle of Elements delight in the raw power of nature. Their magic harnesses the elements to their will, manipulating the environment, permitting them new forms of movement, conjuring elementals or enabling them to assume elemental forms. They tend to take on characteristics of their chosen element, so most fire druids are hot tempered, air druids are changeable and fickle, earth druids are stolid, and water druids wax and wane with the tides. Most compete fiercely with other druids and any of their allies. The Circle's leaders are drawn from those rare individuals who have achieved a degree of balance and subtlety from mastery of all four elements.

at least one size category smaller than their mount. A beast summoned using this feature can carry up to two creatures at least one size category smaller than it. The summoned beasts depart when you are no longer in immediate danger. You cannot use this power again until you complete a long rest.

## Circle Spells

At 2<sup>nd</sup> level and above, your character's connection to the elements grants them access to certain spells. Choose one of the following 'elemental' spell lists. You automatically know and prepare these spells as they become available at the appropriate levels. The spells do not count against any limit of spells known or prepared per day and you gain access to them even if they would not normally appear on the druid spell list.

### Earth

3<sup>rd</sup> *earthbind\**, *earth tremor\**

5<sup>th</sup> *erupting earth\**, *meld into stone*

7<sup>th</sup> *stone shape*, *stone skin*

9<sup>th</sup> *pass wall*, *transmute rock\**

### Air

3<sup>rd</sup> *gust of wind*, *warding wind\**

5<sup>th</sup> *dust devil\**, *wind wall*

7<sup>th</sup> *freedom of movement*, *storm sphere\**

9<sup>th</sup> *cloudkill*, *control winds\**

### Fire

3<sup>rd</sup> *flaming sphere*, *pyrotechnics\**

5<sup>th</sup> *fireball*, *flame arrows\**

7<sup>th</sup> *fire shield*, *wall of fire*

9<sup>th</sup> *flame strike*, *immolation\**

### Water

3<sup>rd</sup> *fog cloud*, *ice knife*

5<sup>th</sup> *tidal wave*, *wall of water\**

7<sup>th</sup> *control water*, *watery sphere\**

9<sup>th</sup> *ice storm*, *maelstrom\**



### All elements

3<sup>rd</sup> *absorb elements\**, *sky write\**

5<sup>th</sup> *elemental weapon*, *gaseous form*

7<sup>th</sup> *conjure minor elementals*, *freedom of movement*

9<sup>th</sup> *elemental bane\**, *conjure elemental*

\*Included in the elemental player's supplement.

### Elemental Energy Recovery

From 2<sup>nd</sup> level onwards, you can recover used spell slots during a short rest, of a combined value up to half your druid level, rounded up. This feature otherwise functions identically to the wizard's Arcane Recovery feature.

## Element Walker

Beginning at 6<sup>th</sup> level, you can travel freely through a single element type (earth, air, fire, or water) for a number of rounds equal to half your druid level, rounded up. While walking through earth, you are treated as having a burrow speed equal to your walking speed. While walking through air, you are treated as having a fly speed equal to your walking speed. You cannot break up your movement to attack or take any other actions, other than the Dash action, while you are using this power. You cannot take companions or allies with you using this power. Your equipment and clothing travels with you and is also protected. This feature cannot be used again until you finish a short or long rest.

## Elemental Wild Shape

At 10<sup>th</sup> level and beyond, you can expend two uses of wild shape to transform into an air, water, fire, or earth elemental.

## Blend the Elements

At 14<sup>th</sup> level, you gain the ability to create a single powerful effect that mixes the elements together. Choose one spell from this list: *control weather*, *earthquake*, *incendiary cloud*, or *sunburst*. You can cast that spell without expending a spell slot. You cannot cast that spell again until you have completed a long rest.



# Circle of Life

*"Peace, my child. Though his wounds are great, his spirit still lingers," said the totem-draped shaman. The glade filled with a sudden burst of sunlight and the great chieftain's ragged breathing smoothed and calmed.*

Some say life is the first Circle, the birthright of all druids, but few still practice all its tenets. Druids in this circle draw on positive energy to achieve their goals, granting them remarkable healing powers and the ability to restore the land. These druids, though few in number, are the ones most likely to be seen in villages and on the edge of settlements, rather than tucked away in the deep forest.

## Circle Spells

At 2<sup>nd</sup> level and above, your connection to positive energy grants access to certain spells. You automatically know and prepare these spells as they become available at the appropriate levels. The spells do not count against any limit of spells known or prepared per day and you gain access to them even if they would not normally appear on the druid spell list.

## Life

3<sup>rd</sup> *lesser restoration*, *healing word*

5<sup>th</sup> *beacon of hope*, *revivify*

7<sup>th</sup> *death ward*, *mass healing word*

9<sup>th</sup> *mass cure wounds*, *raise dead*

## Life Energy Recovery

From 2<sup>nd</sup> level onwards, you can recover used spell slots during a short rest, of a combined value up to half your druid level, rounded up. This feature otherwise functions identically to the wizard's Arcane Recovery feature.

## Cleanse the Blight

Starting at 6<sup>th</sup> level, you can disrupt the strength of creatures animated by negative energy and bolster your allies against harmful conditions. A number of times per day equal to half your druid level, rounded up, you can utilize one of the following effects as a reaction:

- When an undead creature within 30 feet attacks a target other than you, you may impose disadvantage on the attack roll.
- You grant an ally within 30 feet advantage on saving throws against one of the following conditions: frightened, paralyzed, or poisoned.

## New Life, New Growth

At 10<sup>th</sup> level, you can cause new growth and life to appear in wastelands, ruins, deserts and other dead areas. Once per day, you can conduct a ritual which takes one hour. Plants and fungi suited to the environment push out of the ground and natural wildlife magically appear in a cone originating from you with a length equal to 10 feet per druid level. The effect normally persists for a number of days equal to half your druid level, rounded up, but there is a 1% chance per level that the effect is permanent.

## Cradle of Life

At 14<sup>th</sup> level, you can draw positive energy from the very earth itself. You conduct a ritual which takes 1 hour to complete. Once the ritual is complete, you cannot use this feature again until you finish a long rest. The results are as the *hallow* spell except for the following:

- The *courage* and *everlasting rest* effects are both automatically present,
- You can choose another effect as given in the spell description,
- The effect's duration is a number of days equal to half your druid level, rounded up, but there is a 1% chance per level that the effect is permanent.

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