



DRUID CIRCLES

HOMEBREW

Five new Druid 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 options are available to a druid, in addition to those offered in the *Player's Handbook*: the Circles of the Ancients, Depths, Guardian, Harvest, and Tides.

CIRCLE OF THE ANCIENTS

Deep in the unexplored jungles of the world, lizardfolk tribes are led by a feared Circle of druids. They worship ancient reptiles, the terrifying dinosaurs. Members of this Circle draw upon the memory of these ancient beasts within their own blood to strike fear into the heart of their foes.

CIRCLE OF THE ANCIENTS FEATURES

Druid Level	Feature
2nd	Circle Spells, Ancient Forms Primitive Adaptation
6th	Primal Strike
10th	Dreadful Wild Shape
14th	Monstrous Form

CIRCLE SPELLS

Your link with ancient dinosaurs grants you access to certain spells. At 2nd level, you learn the *primal savagery* cantrip.

When you reach certain levels in this class, you learn the spells listed in the Circle of the Ancients Spells table. Once you gain access to a spell, it counts as a druid spell for you, you always have it prepared, and it doesn't count against the number of spells you prepare each day.

CIRCLE OF THE ANCIENTS SPELLS

Druid Level	Spells
2nd	<i>primal savagery</i>
3rd	<i>alter self</i> , <i>enlarge/reduce</i> (<i>enlarge only</i>)
5th	<i>fear</i> , <i>haste</i>
7th	<i>dominate beast</i> , <i>freedom of movement</i>
9th	<i>commune with nature</i> , <i>insect plague</i>

ANCIENT FORMS

When you adopt the Circle of the Ancients at 2nd level, your blood, whether by heritage or ceremony, now carries the memories of ancient terrible lizards, the dinosaurs. As a bonus action on your turn, you can expend a use of your Wild Shape to take the form of any reptilian beast or dinosaur with a CR as high as 1. You ignore the max CR column of the Beast Shapes table, but must abide by all other limitations.

You do not need to have seen a dinosaur before in order to Wild Shape into them, as their memory flows in your veins. However, your ability to wild this power is not without cost. Your Wild Shape ability is now restricted to dinosaurs and their descendants: birds and reptiles. Examples include velociraptors, crocodiles, snakes, and vultures.

Starting at 6th level, you can Wild Shape into one of your Ancient Forms with a challenge rating as high as your druid level divided by 3, rounded down.



PRIMITIVE ADAPTATION

Your physical form has been enhanced by the ancient power of dinosaurs. Beginning at 2nd level, you gain both a climbing and a swimming speed equal to your movement speed, and you have advantage on any Wisdom (Perception) checks you make that rely on your sense of smell.

PRIMAL STRIKE

Your unique Wild Shape has grown in power. Starting at 6th level, your attacks while in Ancient Forms count as magical for the sake of overcoming resistances and immunities.

DREADFUL WILD SHAPE

Your connection with the terrible beasts of the ancient world has reached new depths. Beginning at 10th level, you can expend two uses of your Wild Shape as part of the same bonus action to transform into an Ancient Form with a CR equal to your druid level divided by 2, rounded down.

MONSTROUS FORM

You have mastered the use of your Ancient Forms and can enhance their might with your own druidic power. Starting at 14th level, while you are in one of your Ancient Forms, you can cast the *enlarge* portion of the *enlarge/reduce* spell, targeting only yourself, without any of the spell components, or expending a spell slot as a bonus action on your turn.

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 highest mountain peaks, to ancient forest groves, 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 can wield the aberrant powers that develop in the strange darkness.

CIRCLE OF THE DEEP FEATURES

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

CIRCLE SPELLS

Your time in the depths grants you access to certain spells. At 2nd level, you learn the *mind sliver* cantrip. As you reach certain levels in this class, you gain access to the spells in the Circle of the Depths Spells table. These spells count as a druid spell for you, you always have them prepared, and they don't count against the total number of spells you prepare.

CIRCLE OF THE DEPTHS SPELLS

Druid Level Spells

2nd	<i>mind sliver</i>
3rd	<i>crown of madness, mind whip</i>
5th	<i>dark hunger, enemies abound</i>
7th	<i>black tentacles, summon aberration</i>
9th	<i>telekinesis, telepathic bond</i>

ABERRANT FORM

The strange power of your Circle allows you to adopt more powerful beast forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there.

In addition, when you use your Wild Shape feature you can choose to transform into an Aberrant Form of a beast you could normally take the shape of. If you do so, you use the normal statistics of the beast, but it gains sunlight sensitivity trait and a number of traits of your choice from this list below equal to half your proficiency bonus, rounded up.

Sunlight Sensitivity. you have disadvantage on attack rolls and Perception checks relying on sight when you, your target, or whatever you are trying to perceive is in direct sunlight.

Amphibious Skin. The beast's skin becomes completely translucent. You can breathe both air and water.

Arachnoid Grip. The beast sprouts multiple extra legs. You gain a 30 foot climbing speed, and you can climb difficult surfaces without needing to make an ability check.

Gnawing Hunger. The beast grows serrated mouths at the end of each limb. When you deal damage with a melee attack, you gain temporary hit points equal to half the damage dealt.

Insectile Carapace. The beast grows a chitinous shell in place of fur, feathers, or scales. Your AC increases by an amount equal to half your proficiency bonus, rounded up.

Psionic Awakening. The beast is emaciated and has no hair, feathers, or scales. You can cast spells from the Circle of the Depths Spells table as normal while in this form.

Quivering Flesh. The beast's flesh quivers as if it is made of slime or sludge. You can move through spaces as narrow as 1 inch without having to squeeze.

ALIEN STRIKES

Starting at 6th level, while you are in an Aberrant Form, your attacks count as magical for the purpose of overcoming resistances and immunities to nonmagical attacks.

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

ABHORRENT WILD SHAPE

You have forged a strange connection with the most unnatural creatures of the world. Starting at 10th level, you can expend two uses of Wild Shape at the same time to transform into an aberration with a CR of 5 or lower.

ABERRANT EVOLUTION

You have adapted your Aberrant Forms to thrive in sunlight as well as darkness. Upon reaching 14th level, you no longer gain the sunlight sensitivity trait in your Aberrant Forms



CIRCLE OF THE GUARDIAN

While all druids have a symbiotic relationship with nature, those who join the Circle of the Guardian dedicate their lives to protecting the natural world. Known as Guardians, these druids often master their druidic magic in ancient forests. These elder groves are places of great power, often with links to the Feywild or other planes of untamed natural growth.

CIRCLE OF THE GUARDIAN FEATURES

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

CIRCLE SPELLS

Your link with the primal forests grants you access to certain spells. At 2nd level, and when you reach certain levels in this class, you learn the spells listed in the Circle of the Guardian Spells table. Once you gain access to a spell, it counts as a druid spell for you, you always have it prepared, and it doesn't count against the number of spells you prepare each day.

CIRCLE OF THE GUARDIAN SPELLS

Druid Level	Spells
2nd	<i>compelled duel, ensnaring strike</i>
3rd	<i>earthbind, warding bond</i>
5th	<i>erupting earth, plant growth</i>
7th	<i>aura of life, grasping vine</i>
9th	<i>tree stride, wrath of nature</i>

ELDER LIMBS

When you join the Circle of the Guardian at 2nd level, your limbs grow tough and knotted like the eldest trees of the forests you defend. Your unarmed strikes deal bludgeoning damage equal to 1d8 + your Strength modifier on hit.

In addition, when you hit a creature with an unarmed strike, you can expend a spell slot to cast *ensnaring strike* on that creature, in addition to the damage from your attack.

GUARDIAN FORM

The primordial forests that you protect lend you their power. Beginning at 2nd level, you can expend a use of your Wild Shape as an action to take the form of a druidic Guardian. When you assume your Guardian form, you retain your game statistics and you take on tree-like appearance. While in your Guardian form you gain the following benefits:

- Your skin becomes rough and bark-like in appearance, and your Armor Class cannot be lower than 16.
- As a bonus action, you can grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1).
- Your unarmed strikes gain the reach property, and you can use Wisdom, for their attack and damage rolls.

Your Guardian form lasts for 10 minutes, and ends early if you are reduced to 0 hit points, or you end it as an action.



ARBOREAL STRIKES

Upon reaching 6th level, the power of your primordial grove has enhanced your combat prowess. You can attack twice instead of once when you take the Attack action on your turn, and your unarmed strikes count as magical for the sake of overcoming resistances and immunities.

GRASP OF THE FOREST

Your very presence stimulates wild plant growth. Starting at 10th level, you can expend a use of your Wild Shape as an action to cast the *plant growth* spell. When cast in this way, you choose a number of creatures equal to your Wisdom modifier. These creatures ignore the difficult terrain effects of the spell as the plants move aside to avoid hindering them.

VERDANT MASTERY

Your body is suffused with the magic of the ageless trees that you defend. Upon reaching 14th level, you can automatically cast the 8 hour version of the *plant growth* spell during the duration of each long rest you take. When cast in this way, the spell does not consume a spell slot or a use of Wild Shape.

In addition, while you are in your Guardian form you are resistant to all bludgeoning, piercing, and slashing damage.





CIRCLE OF THE HARVEST

The cycle of life is central to the beliefs of all druids, no matter their Circle. Druids who join the Circle of the Harvest, are referred to as Druidic Avengers, and diligently watch over the cycle of life and death. They are protectors of nature, wrathful warriors who cut down any who abuse the natural law. Harvest druids are mortal enemies of aberrations, necromancers and undead of all kinds. Rigid in their beliefs, these resolute Avengers ruthlessly hunt down and destroy anything that violates the natural laws of the world.

CIRCLE OF THE HARVEST FEATURES

Druid Level	Feature
2nd	Druidic Avenger, Harvest Scythe
6th	Extra Attack
10th	Mantle of Defense
14th	Reaper of the Harvest

DRUIDIC AVENGER

Starting at 2nd level, you can assume the mantle of a druidic Avenger to destroy any who violate natural law. As a bonus action, you can expend a use of your Wild Shape to take on the form of an Avenger. While in this form, you retain your game statistics, but your body is covered in a billowing shroud of darkness that obscures your features. While in this form you gain the following benefits:

- Your movement speed increases by 10 feet.
- As long as you are not wearing medium or heavy armor or using a shield, you gain a bonus to your Armor Class equal to your Wisdom modifier (minimum of 1).
- You gain a bonus to any Constitution saving throw you make to maintain concentration on a spell equal to your Wisdom modifier (minimum of 1).

Your transformation lasts for 1 minute, or until you are incapacitated or choose to end it as a bonus action.

HARVEST SCYTHE

At 2nd level, you learn to conduct the ritual that summons the weapon of a druidic Avenger, the Harvest Scythe. It is a magic weapon with the finesse and versatile properties, and it deals 1d8 (1d10) slashing damage on hit. While holding the scythe, it can be used as a spellcasting focus for your druid spells, and you gain the following benefits:

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

If you lose your scythe, you can perform a 1-hour ritual to create a replacement. This ritual can be performed during a short or long rest, and the previous scythe turns to ash.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

MANTLE OF DEFENSE

You can use your magic to absorb incoming blows while in your druidic Avenger form. Starting at 10th level, when you take damage, you can use your reaction to expend a spell slot. The incoming damage is reduced by an amount equal to five times the level of the spell slot you expended.

REAPER OF THE HARVEST

Upon reaching 14th level, your desire to destroy the enemies of nature empowers your attacks. You can add your Wisdom modifier (minimum of 1) to the damage of any attacks you make with your Harvest Scythe.





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 mortal folk throughout their lives. Druids of the Circle of the Tides monitor the relationship between civilization and the wild oceans, rivers, and ponds that give life. Tidal druids can often be found using the life-giving power of the waters to heal the sick, provide rest to the weary, and nurture the crops of common folk.

CIRCLE OF THE TIDES FEATURES

Druid Level	Feature
2nd	Child of the Sea, Circle Spells, Tidal Aura
6th	Undertow
10th	Waters of Life
14th	Master of the Waves

CHILD OF THE SEA

Starting at 2nd level, you can breathe both air and water, and you gain a swimming speed equal to your movement speed.

CIRCLE SPELLS

At 2nd level, and when you reach certain levels in this class, you learn the spells listed in the table below. Once you gain access to a spell, it becomes a druid spell for you, you always have it prepared, and it doesn't count against the total number of spells you can prepare each day.

CIRCLE OF THE TIDES SPELLS

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

TIDAL AURA

Beginning at 2nd level, you can channel the mystical power of the Tides. As a bonus action, you can expend a use of your Wild Shape to exude a mystical watery force in a 15-foot radius. Creatures of your choice treat this Tidal Aura as difficult terrain, unless they have a swimming speed.

Your connection to the tides allows you to channel the healing power of the water. When you cast a spell of 1st-level or higher that restores hit points, you can restore additional hit points equal to your Wisdom modifier (minimum of 1) to one target of the spell that is within your Tidal Aura.

Your Tidal Aura lasts for 1 minute, or until you choose to end it as a bonus action or are incapacitated.

UNDERTOW

Starting at 6th level, when you cast a spell that forces a creature within your Tidal Aura to make a Strength, Dexterity, or Constitution saving throw, you choose to impose disadvantage on the initial saving throw for the spell.

You can use this ability 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

Starting at 10th level, you can use the power of the oceans to rejuvenate your allies even as it hinders your foes. While your Tidal Aura is active, you can use a bonus action on your turn to distribute an amount of temporary hit points equal to your druid level amongst creatures within your Tidal Aura.

Each time you use this bonus action, any temporary hit points from a previous use of this ability immediately fade.

MASTER OF THE WAVES

Your bond with the waters of the world has reached its apex. Upon reaching 14th level, you can cast the *control water* spell at will, without expending a spell slot, as long you target a body of water of sufficient size for you to manipulate.

In addition, 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.





DRUID CIRCLES

Channel the awesome power of nature and defend the natural world with five new Druid Circles for the Druid class.

Circle of the Ancients - Circle of the Depths
Circle of the Guardian - Circle of the Harvest
Circle of the Tides

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