

DRUID CIRCLE OF THE OAK

Druids who join the Circle of the Oak protect and preserve the plants specifically of the forest: they have no particular devotion to the fauna of the world, and devote themselves to caring for the plants that cannot (typically) defend themselves. Just as the oak takes many decades to become one of the strongest trees in the forest, so also the Circle encourages druids to slowly and carefully nurture the world around them, filling the world with beauty.

This Circle gives you access to a wide range of support and defensive abilities because it is tied to plants. The other big bonus for this subclass is the ability to wild shape into plants instead of beasts if you prefer, giving you a wide range of new and different options from every other type of druid. Your speed is generally worse than a beast wild shape, but you gain a lot of other useful abilities in its place.

ORDERLY OF THE OAK

Starting when you choose this path at 2nd level, you gain the ability to wild shape into awakened plant forms. You may select plant creatures instead of beasts for your wild shape forms, and may shift into a creature with a maximum CR of 1/2. At 4th Level you may wild shape into a creature with a maximum CR of 1, at 8th level you may wild shape into a creature with a maximum CR of 2, at 12th level you may wild shape into a creature with a maximum CR of 3, at 16th level you may wild shape into a creature with a maximum CR of 4, and at 20th level you may wild shape into a creature with a maximum CR of 5.

In addition, you understand and may speak with plants as if the *Speak with Plants* spell was active on you.

GUARDIAN OF THE GLADE

Starting at 6th level, your resilience and resolve in battle improve as you defend the woods from danger. You are always treated as having the *Barkskin* spell active on yourself (both in and out of wild shape), and it does not require your concentration.

In addition, you gain proficiency with Constitution saving throws.

SOLDIER OF THE SYLVAN SCIONS

Starting at 10th level, your connection with the world around you allows you to better field your plant allies to aid you in battle. You may concentrate on two spells that require your concentration so long as both of them involve plants (*Spike Growth* and *Conjure Plants* for example). You must still make concentration checks for both of them when you suffer damage.

In addition, when in an environment where there are plants or fungi around you (any grassland, forest, or swamp, fungal forests, etc.), you gain advantage on Dexterity (Stealth) ability checks.

WARDEN OF THE WOOD

Starting at 14th level, you are so closely attuned to the world around you that the earth itself aids you in battle. You gain a tremorsense of 60 feet (as the earth aids you in learning where the perils around you lurk).

In addition, at any point during your move you may use your reaction to select any number of plants within 10 feet of you: if those plants are not hostile to you, you may perform a melee attack from each plant (with a Reach of 10 feet if the plant is Large or larger) against a target of your choice. The plants use your spell attack modifier, and deal 1d8 + your Wisdom of bludgeoning damage (or 2d8 + your Wisdom if they are Large, 3d8 + your Wisdom if they are Huge, or 4d8 + your Wisdom if they are Gargantuan). Once you perform this reaction you may not move for the rest of the turn.

The DM may allow the damage type to change based on the type of plant you command (a bladed leafed plant might do slashing damage, a cactus might do piercing damage, a Lava Flower might do fire damage, etc.).