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SAMPLE

Part I
Druid Circles

SAMPLE

CIRCLE OF BARK AND LEAVES

The Druids of the Circle of Bark and Leaves revere trees and plants as the original keepers of the balance of nature. They take inspiration from those ancient wardens to carry on their own calling.

After years of practicing plant-inspired magic and transforming into trees, the veins of these Druids flow with a mixture of sap and blood and their skin produces both melanin and chlorophyll.

PLANT SHAPE

Starting at 2nd level when you choose the Circle of Bark and Leaves, you can use your Wild Shape feature to transform into a plant creature. The monster manual has options for some plant creatures; the appendix Creature Statistics has additional options that you can use with the permission of your Dungeon Master. You can transform into plant creatures of CR 1 – but you must abide by the other limitations of the Beast Shapes table (Player's Handbook, page 66).

When you reach 6th level, you can transform into plant creature of a CR up to a third of your Druid level rounded down.

BEAST WILD SHAPE

As a Druid, you can also use your Wild Shape to change into a beast. However, when you do so, you are limited by the Druid's core feature – as listed in the Beast Shapes table on page 66 of the Player's Handbook.

For example, a fourteenth level Druid of the Circle of Bark and Leaves can transform into a CR 4 plant creature or a CR 1 beast.

PLANT COMMUNICATION

Plants communicate naturally by a slow osmosis process of exchanging nutrients and fungi. At 2nd level, you are able to communicate naturally with plants as if you share a common language. However, you need to spend 10 minutes undisturbed, in close proximity to a plant to start a conversation. Moreover, you are limited to the equivalent of one word of Common per minute.

Plants have a very good memory, are receptive to magic and are constantly chatting

with surrounding plants. You can easily learn about the creatures that live in a forest by talking to a single tree, you can learn about nearby places that have some magical significance, you can learn about passing travelers, etc.

PLANT LANGUAGE

The language of plant is a slow process of communication. As stated above, it takes 10 minutes to start a conversation and it flows at the equivalent rate of one word of Common per minute. However, this rate depends on the topic of conversation.

Indeed, plants have a large and precise vocabulary to describe beasts and fey, especially the ones that live nearby. They also have many words to describe the weather, the seasons, the time that passes, the ground and the rocks. Conversations about these topics happen faster because a single plant word might suffice where tens of words of Common are necessary.

On the other hand, conversations about built structures, monstrosities, and other alien or faraway things are slower.

PLANT BODY

Starting at 6th level, your body transform to be more and more plant-like. You become immune to plant-based poisons – other poisons affect you normally.

Also at 6th level, your complexion becomes noticeably greener. When you start your turn in bright light, you can fuel your spells with sunlight: you gain a +1 bonus to your spell save DC and your spell attack modifier until the end of your next turn. When you start your turn in dim light or in darkness, your body closes down from the outside: you gain a +1 bonus to your AC and saving throws until the beginning of your next turn.

SPORE ERUPTION

When you reach 10th level, your body produces spores that you can use for different effects. As a bonus action, you can violently expel spores in all directions. When you do so, choose one of the following conditions: Blinded, Deafened, Stunned, or Frightened.

Every creature within 20 feet of you must succeed a Constitution saving throw against your spell save DC or suffer from the chosen condition until the end of their next turn. Once you have used this feature, you cannot do so again until you finish a short or long rest.

SPORE TRANSFERENCE

When you reach 14th level, you are able to use your spores to parasite dead bodies.

You can spend 10 minutes with the body of a dead creature and transfer some of your spores onto it. You cannot transfer spores to a creature that was never flesh and blood (such as constructs, oozes and plants); nor can you transfer the spores to a creature that has been dead for more than 24 hours.

The transferred spores develop, take control of the creature's nervous system and, at the end of the 10 minutes, animate its body. The animated creature becomes a Spore Servant (see Myconids in the *Monster Manual*, p 230). The animated creature obeys you (no action required), but can only receive orders when it is no more than 20 feet from you. If it receives no order, the servant attacks hostile creatures within reach but otherwise takes no action.

After 24 hours, the decay, accelerated by your parasitic spores, overtakes the body and the Spore Servant dies. Additionally, if you are incapacitated, your connection to the Spore Servant is severed and it dies.

Once you have used this feature, you must finish a long rest until more spores develop and you can use it again. If you are interrupted during the 10 minutes of preparation of this feature, you must finish a short or long rest before you can use it again.