

# DRUID CIRCLE

## CIRCLE OF GROWTH V1.0

Druids within the Circle of Growth are among the most direct emissaries of nature, speaking for the forests and wilderness and bringing its will to the rest of the world. They can be kind and nurturing presences that seek to ease the suffering all living things, or militant wardens that seek to end the exploitation of natural resources.

### CIRCLE SPELLS

At 2nd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Growth Spells table. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Druid Level	Circle Spells
2nd	<i>bramble binding<sup>K</sup>, entangle</i>
3rd	<i>barkskin, sprout tree<sup>K</sup></i>
5th	<i>plant growth, speak with plants</i>
7th	<i>grasping vine, guardian of nature</i>
9th	<i>tree stride, wrath of nature</i>

### SPROUT SAPLING

Starting at 2nd level, as a bonus action, you can expend one use of your Wild Shape feature to sprout a sapling, rather than assuming a beast form. The Sapling to sprouts to life in an empty space you can see within 30 feet. The Seedling is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Seedling stat block, which uses your proficiency bonus (PB) in several places.

In combat, the Sapling shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. You can command your sapling as part of the same bonus action used to summon it. That action can be one in its stat block or some other action. If you are incapacitated, the Seedling can take any action of its choice, not just Dodge. When you cast a spell with a range other than self, the spell can originate from you or your Sapling.

The Seedling manifests for 10 minutes, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

### VERDANT POWER

Starting at 6th level, whenever you expend a spell slot of 1st level or higher while your Sapling is manifested, you can select one of the following benefits:

- The Sapling can make additional attacks equal to the level of the spell slot divided by 2 (minimum 1).
- All allied creatures of your choice within 30 feet of the Sapling gain temporary hit points equal twice the level of the spell slot.
- The Sapling can move a 5 + 5 times the level of the spell slot spent feet on its turn. Until the start of your next turn, any space it moved through is difficult terrain for creatures of your choice.

### ENTANGLING ROOTS

Starting at 10th level, a creature that ends its turn within the Grasping Roots area of effect of your Sapling must make a Dexterity saving throw against your spell save DC, or become grappled by the Sapling.

### GRASP OF NATURE

Starting at 10th level, when a creature starts its turn grappled or restrained by you, your spells, creatures created by your spells, or your Sapling, it takes damage equal to your Wisdom modifier.

### NOURISHING MAGIC

Starting at 14th level, whenever you trigger an effect of Verdant Power your Sapling regains 1d10 hit points per level of spell slot spent, and you can cause it to grow one size (up to a maximum of huge). Its reach increases by 5 feet for each size category above medium.

## SAPLING

Medium plant, unaligned

**Armor Class** 12 + PB

**Hit Points** 10 + five times your Druid level

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	16 (+2)	8 (-1)	14 (+2)	10 (+0)

**Saving Throws** Strength +3(+PB), Con +3(+PB)

**Skills** Athletics +3(+PB)

**Damage Resistances** bludgeoning

**Condition Immunities** charmed, frightened, grappled, prone, restrained

**Senses** blindsight 30 feet

**Languages** understands the languages you speak

**Challenge** — **Proficiency Bonus** PB

**Grasping Roots.** Terrain within 5 feet of the Sapling is difficult terrain for hostile creatures.

**Sheltering Branches.** Allied creatures within 5 feet of Sapling gain half cover.

### Actions

**Slam.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d8 + PB bludgeoning damage

**Lashing Vines.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 30 ft., one target. *Hit:* 1d4 + PB slashing damage and must make a Strength saving throw against your spell save DC or by dragged up to 15 feet toward the Sapling. This distance is reduced by 5 feet for every size category about Medium.