



Circle of the Haze

A Dank Druid Subclass



CIRCLE OF THE HAZE

Druids of the Circle of the Haze are reclusive, nomadic people who live in small communes that seek to tune out and enjoy life. They choose dank caverns, smoky glades, or windswept hills as their temporary homes, and move on when they need a change of scenery.

Most of the day, the druids spend gathering fruit, herbs, and nuts to celebrate during the night. Their clothes are made from organic, decomposable materials which they only change once they are tatters. The druids each carry large wooden pipes which are adorned with flowery, sweeping carvings and serve as their druidic focus. The druids of the Circle of the Haze have a close connection to their pipes and the loss of one is as terrible as a dwarf losing their beard.

Druids of this circle believe there is a magical strand that connects all living things, uniting otherwise disparate beings. By preparing special herbs and other medicines in their ritualistic pipes, the druids are able to see and exploit these magic connections, which they simply call the Haze.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn the *breath of haze* cantrip.

BREATH OF HAZE

Conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: M (herbs)

Duration: Instantaneous

You expend a puff of smoke from your mouth towards a creature you can see within range. The creature must succeed on a **Constitution saving throw**. On a failed save, the creature is **poisoned** until the end of its next turn and takes 1d4 poison damage. After reaching 11th level, the creature is also **frightened** on a failed save.

*Empty your mind, be formless,
shapeless—like the haze. If you
welcome the haze inside you, you
become the haze. Be haze, my
friend...*

DEEP INHALE

Starting at 2nd level, you can smoke deeply of your magic pipe. Using an action, you light your pipe and inhale, infusing your body and mind with the Haze. For 1 minute, targets have disadvantage on saving throws against your druid spells, and you can concentrate on 2 druid spells at a time. If you fail a saving throw to maintain concentration, you lose concentration on both spells. For the duration, you have disadvantage on ability checks, attack rolls, and saving throws, and your speed is halved. You can't use this feature again until you finish a short or long rest.

HEAL THE MIND

Starting at 6th level, you are accustomed to the effects of the Haze. You no longer have disadvantage on attack rolls and saving throws when you use your Deep Inhale feature.

Additionally, you can heal the mind of a creature by shrouding them in a cloud of magic smoke. Using an action, you remove the charmed and frightened conditions from a creature within 5 feet of you. You can't use this feature again until you finish a short or long rest.

ONE WITH THE HAZE

Starting at 10th level, you can use an action and expend 2 uses of your Wild Shape to turn into a hazy, cloudlike version of yourself for up to 1 hour.

While in haze form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the haze can do so without squeezing, but you can't pass through water.

While in haze form you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and are immune to poison damage and the poisoned condition. If you are brought to 0 hit points while in haze form, you return to your normal form.

SUMMON THE HAZE

Starting at 14th level, your speed is no longer halved when you use your Deep Inhale feature.

Additionally, using a bonus action, you can cast the *fog cloud* spell at will at 1st through 5th level without components.

THANKS FOR READING!

Thanks for downloading our product! This product came out of a love of bands like *Sleep*, *The Sword*, and other hazy, riff-slinging bands. We had a lot of fun and more than a few laughs hashing these ideas out, and hope they bring you at least as much happiness. Thank you for supporting indie creators—if you feel compelled, leave us a quick review letting us know what you think before you drop out and join the Circle of Haze.

AUTHOR: CHRISTOPHER WALZ

Christopher Walz is a best-selling creator and editor for the Dungeon Masters Guild. He began his journey through roleplaying games when he was six years old, looking at the pictures in his brother's *Monstrous Manual*. When he isn't writing or killing his players, he is trying to turn his son into a dungeon master and looking for trolls in the wilds of Central Kentucky. Follow him on Twitter [@DMChristopherW](#).

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AUTHOR: CHRISTIAN EICHHORN

Christian Eichhorn is the author of several bestsellers which are available on the DMsGuild. He did not start playing tTRPGs until 2016 but grew up with classics like *Fallout*, *Fallout 2*, *Icwind Dale*, *Baldur's Gate II*, *Planescape: Torment*, *Diablo*, and *Morrowind*. Since no game captured the spirit of these experiences in more than a decade, Christian set out to write his own stories—or wacky subclasses. Find Christian on Twitter under [@Squirrelgolem](#).

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