

## DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

### CIRCLE OF VERMIN

Druids of the Circle of Vermin, sometimes known as Vermin Lords, find their source of power in the lowliest of creatures: insects, rats, spiders, and other pests.

Unmistakably, your coming is signaled by the scrambling of little claws and the cawing of the crows. You hold legions of these creatures at your command, ready to swarm, bite, and claw, and you can become one of them, to walk among your children.

#### LORD OF THE LOW

Starting at 2nd level, you can Wild Shape into a Swarm of Rats, Bats, or Ravens as a bonus action. At 6th level, you can also Wild Shape into a Swarm of Insects (including all Variant Insect Swarms), and at 10th level, into a Swarm of Snakes.

Also, you are a friend of the lower creatures. Before making an attack against you, a tiny beast or swarm of tiny beasts must make a Wisdom saving throw. On a failed save, the beast loses the attack. If a beast's saving throw is successful, it is immune to this feature for the next 24 hours.

#### AMASS VERMIN

At 2nd level, as you walk, vermin congregate at your side, and you are never to be found without a rat or spider making its nest in your robes. When you take a short or long rest, you can call a companion swarm to your aid, summoning a new swarm that you can Wild Shape into or restoring your current swarm to full hit points.

Add your proficiency bonus to the swarm's AC and attack rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your druid level, whichever is higher.

The swarm obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the swarm where to move (no action required by you). You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, or Dodge action.

#### EARTH SENSE

By 6th level, vibrations in the ground echo through its ants and earthworms, and by extension, you can sense them. You gain tremorsense with a range of 10 feet.

#### BODY OF PLAGUE

By 10th level, you have been in such close proximity to vectors of plague that you are immune to disease and being poisoned.

#### WE SWARM

Beginning at 14th level, if you Wild Shape into the same form as your companion swarm, you can merge into a single Great Swarm as a bonus action on your turn. This new form is one size category larger than the normal swarm. While merged, your companion swarm does not act other than as part of the Great Swarm.

You have advantage on attack rolls against creatures caught in the swarm and you deal 10d10 piercing damage on a hit. If a creature attacks the Great Swarm, it has a 50% of targeting you and a 50% chance of targeting your companion swarm. If the Great Swarm takes damage from a source other than an attack, both you and your companion each take half damage. You can dissipate into two swarms as a bonus action.

