

DRUID CIRCLE

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 THE FLOWER GARDEN

Long hours of toil in your herb garden, flower patch, or greenhouse has finally awakened the magical powers that had laid dormant within you. Now your ability to shape the spaces around you is augmented by the awesome abilities of the druid. Whether you use this to make the world more beautiful, or to hinder and trap your enemies in endless hedge mazes, is up to you.

GARDEN WALL

When you choose this circle at 2nd level, you gain the ability to magically transform the landscape around you, turning even the most barren of plots into an artfully sculpted oasis. You can use an action on your turn to expend one spell slot and conjure into existence trellis walls, archways, and wooden fences into unoccupied spaces you can see within 60 feet. The walls are covered in climbing plants and block line of sight, though ranged attacks can pass through them.

The walls are up to 6 feet tall and 6 inches thick, have an AC of 10 and 5 hit points per 5-foot section. You can create up to four 5-foot sections per spell slot level; they do not have to be contiguous. The walls last for up to 1 minute, or until you lose your concentration (as if concentrating on a spell).

EXPERT BOTANIST

Also at 2nd level, you can add twice your proficiency bonus to any Nature checks you make relating to plants and plant creatures.

HAND-PICKED BOUQUET

At 6th level, you always have a bunch of flowers on your person, which you can give away to make a positive impression on other people. When you make a Performance or Persuasion check to influence a humanoid within 30 feet of you, you can present them with a bouquet of flowers. You can then add your Wisdom modifier to the check and, regardless of the outcome, the target must make a Wisdom saving throw against your druid spell save DC or be charmed for 1 minute. While charmed in this way, they regard you as being the height of refinement and sophistication.

Once you have used this ability, you must complete a short or long rest before you can use it again.

HAYFEVER

Starting at 10th level, flowers begin to bloom around you constantly, wherever you go. As such, you are permanently surrounded by a cloud of pollen, which you can stimulate using your druidic powers. Whenever a hostile creature moves within 10 feet of you, or begins its turn within this radius, it must make a Constitution saving throw against your druid spell save DC or begin to sneeze uncontrollably for the remainder of its turn.

While sneezing, the creature has disadvantage on attack rolls and Wisdom (Perception) checks, and its base movement speed is reduced by 10 feet. Creatures that do not need to breathe are immune to this ability, and it does not function under water or in strong winds. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

IN BLOOM

When you reach 14th level, you have perfected the art of gardening and can always bring out the best in the plant you grow. Whenever you cast a spell that creates, summons or enhances the earth, plants, earth elementals or plant creatures, the range and duration of the spell are doubled. Additionally, if the spell's casting time is one action, you can cast it as a bonus action on your turn.

