



# CIRCLE OF FLOWERS

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**FURIEL V. LUNA**

A new circle for druids that bond their soul with a wild plant spirit of nature  
for the world's greatest roleplaying game

# DRUID

## DRUID CIRCLE

### CIRCLE OF FLOWERS

Druids within the Circle of Flowers prize nature above all else, for its beauty and danger. They realize that through the use of plants and flowers, all can be healed or, like anything in nature, be put back into the earth.

These druids bond with a plant spirit that contains the power of nature, allowing the druids to call upon it in times of need, when balance needs to be restored. Whether using flowers for decoration or plants as medicines and poisons, druids from the circle of flowers embody the beauty and danger that nature has to offer.

#### CIRCLE OF FLOWERS FEATURES

Druid Level	Feature
2nd	Circle Spells, Summon Plant Spirit
6th	Teleblossom
10th	Floral Trail
14th	Crown of Flowers

#### CIRCLE SPELLS

At 2nd level, you form a bond with a plant spirit, a floral being of nature. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Flowers Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

#### CIRCLE OF FLOWERS SPELLS

Druid Level	Spells
2nd	<i>Entangle, Goodberry</i>
3rd	<i>Barkskin, Spike Growth</i>
5th	<i>Plant Growth, Speak with Plants</i>
7th	<i>Grasping Vine, Guardian of Nature</i>
9th	<i>Commune with Nature, Wrath of Nature</i>

#### SUMMON PLANT SPIRIT

Starting at 2nd level, you can summon the plant spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your plant spirit, rather than assuming a beast form.

The plant spirit appears in an unoccupied space of your choice that you can see within 120 feet of you, sprouting harmless flowers in the same space it appears in. The plant spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Plant Spirit stat block.

You determine the plant spirit's appearance. Some plant spirits take the form of a humanoid lily or a wild grass, while others look like flowers from another plane.

In combat, the plant spirit 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. That action can be one in its stat block or some other action.

If you are incapacitated, the plant spirit can take any action of its choice, not just Dodge.

The plant spirit exists for 1 day, until it is reduced to 0 hit points, until you use this feature to summon the plant spirit again, or until you die.

#### TELEBLOSSOM

At 6th level, while your plant spirit is summoned, you can expend one use of your Wild Shape feature to switch places with your plant spirit if you are on solid ground.

You and your plant spirit both sink into the ground leaving a blossom behind at each space. On your reappearance, your blossom grows large and blooms, sprouting a circle of flowers around you in a radius of 10 feet.

The circle of flowers lasts until the start of your next turn and you determine what the flowers look like.

Hostile creatures that are in or come into the circle of flowers must succeed on a Constitution saving throw or take 1d12 poison damage.

Allies that are in the circle of flowers or come in contact with the flowers are healed for 1d4 hit points once.

#### FLORAL TRAIL

Starting at 10th level, you can expend one use of your Wild Shape feature to begin sprouting flowers under you as you walk on solid ground, creating a floral trail on every space your feet have touched.

The flowers exist until the start of your next turn and their appearance is determined by you. Hostile creatures who step on the flowers must succeed on a Constitution saving throw or take 1d12 poison damage. Allies that step on the flowers are healed for 1d4 hit points once.

#### CROWN OF FLOWERS

Starting at 14th level, you grow a crown of flowers above your head and gain resistance to poison damage in any form.

Additionally, you can join with your plant spirit by expending one use of your Wild Shape and use your action to magically assume the shape of a Treant likened to your current environment.

While you are transformed, the rules applying to Wild Shape also apply to this transformation, except you are vulnerable to fire in your Treant form.

# PLANT SPIRIT

Tiny plant, aligned

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**Armor Class** 11 + your spellcasting modifier (natural armor)

**Hit Points** 10 x your spellcasting modifier

**Speed** 30 ft.; climb 30 ft.; burrow 30 ft.

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STR	DEX	CON	INT	WIS	CHA
1 (-5)	13(+1)	7(-2)	3 (-4)	10 (+0)	5 (-3)

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**Damage Vulnerabilities** fire

**Damage Immunities** poison

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

**Senses** passive Perception 10

**Languages** understands the languages you speak

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**False Appearance.** While the plant spirit remains motionless, it is indistinguishable from a normal plant or flower.

**Nature Shape.** You can expend a use of your Wild Shape feature to grow the plant spirit into a Tri-Flower Frond at 2nd level, an Awakened Tree at 4th level, a Carnivorous Flower at 8th level, a Tree Blight at 12th level, and a Corpse Flower at 16th level.

## ACTIONS

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**Dodge.** On its turn, unless otherwise commanded, the plant spirit takes the dodge action.

**Poison Leaf.** *Melee Weapon Attack:* your spellcasting modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + spellcasting modifier poison damage.

