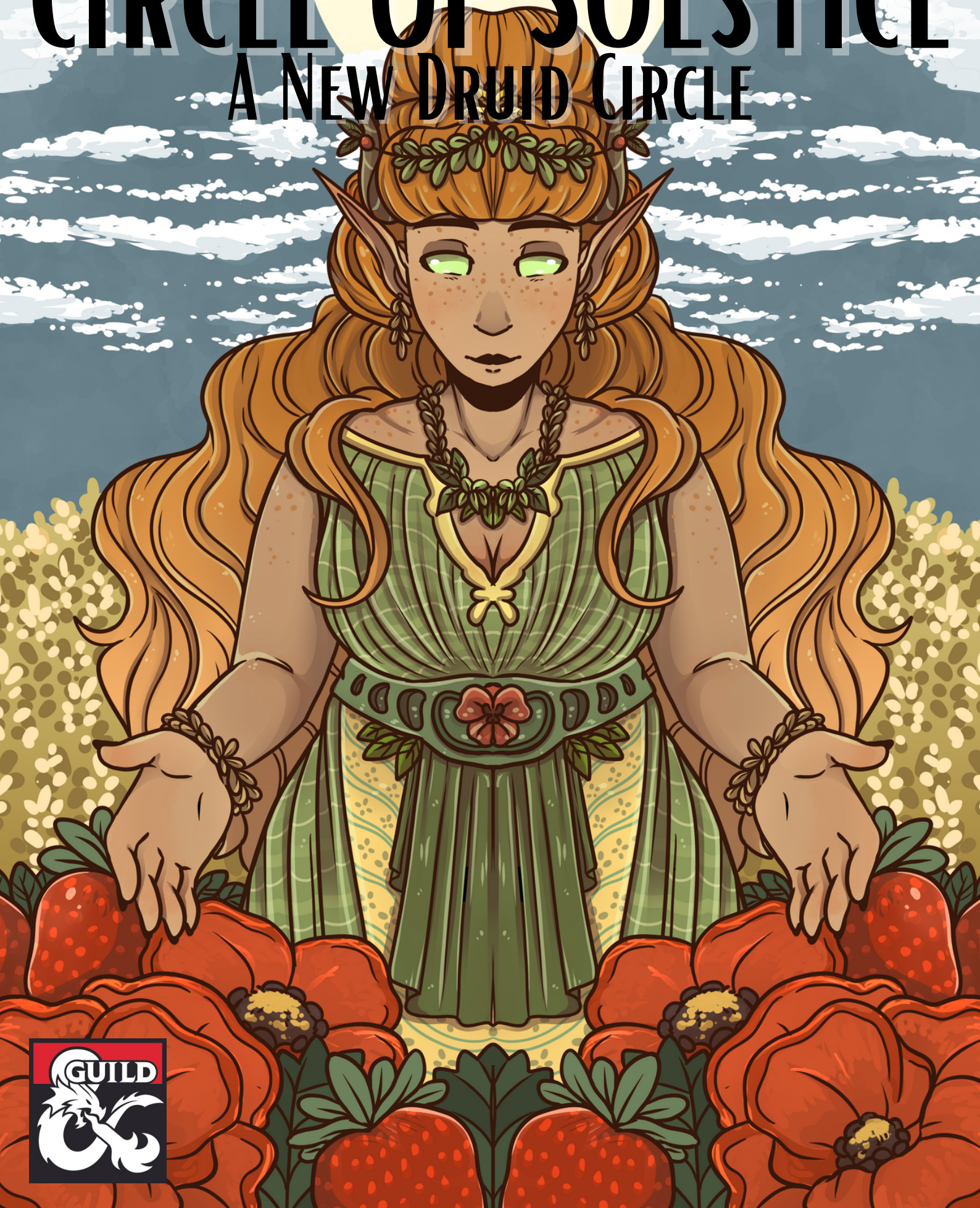


BLOOD OF THE TITANS

# CIRCLE OF SOLSTICE

A NEW DRUID CIRCLE





# CREDITS

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Published by Daylight Publications

Blood Of The  
TITANS



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# ~ THE CIRCLE OF SOLSTICE ~

It's said that by the power of Demeter, the seasons change, plants grow in the spring and die in the winter at her will, and mortals thrive and starve at her hand.

The changing of these seasons being fundamental to the natural order, certain druids will devote themselves to this aspect of nature, allowing their powers to change as the seasons do. Many of these druids will seek service to Demeter as part of their druidic work, but it is not required to be a member of the circle of solstice.

## SEASONAL FORMS

The powers a circle of seasons druid may call upon take on two forms:

The first, representing the spring and summer, is the form of Persephone. The second, the Autumn and Winter, is the form of Demeter.

What causes these forms to change is different for every druid, most will change when the seasons around them do, but much like Demeter herself, others can have this change caused by other circumstances. The coming of great sadness might change a druid to their Demeter form, even in the summer, and a rush of joy could bring on Persephone's form on the coldest nights of winter.

While in each form, you have access to only the features of your current form corresponding to your druid level. A long rest must be completed before a druid can change their form, at your DM's discretion.

## FORM OF PERSEPHONE

A druid in their Persephone form will typically take on a bright appearance and adorn themselves with flowers light clothing. In your Persephone form, you gain the following features:

### SEASON OF GROWTH

At 2nd level, you radiate the spirit of the warmer seasons. Wherever you walk, small patches of grass and flowers will follow you, and in places where they cannot grow, these patches will appear on your clothing. As a bonus action, you may cause these flowers to release healing spores in a range of 5ft in every direction, centered on you. All friendly creatures within that range, including yourself, heal for 1d4 HP. Once you use this feature, you must complete a long rest to do so again.





At 6th level, this increases to 1d6 HP, at 10th level the range is increased to 10ft in every direction, and at 14th level the healing is increased to 2d4 HP.

## AURA OF SUMMER

Starting at 6th level, the seasonal aura you carry with you grows in power. Wherever you go, the temperature is slightly warmer within 10ft of you, and your touch can bring about growth in plants. If you touch a plant that bears fruit, you may cause one to grow instantly. Once you've done this to a plant, you must wait 10 minutes before you can do it to the same plant.

As an action, you may cause fruits and vegetables to sprout on tiny plants within 10ft of you. When you do so, each 5ft square within this range will have one fruit or vegetable of your choosing grow instantly (typically, this will be a plant that is harvested in the summer, but it is up to yours and your DM's discretion).

A friendly creature who eats one of these plants as a bonus action will regain one of their hit die's worth of HP. In addition, anyone who eats one of these plants will not need to eat anything else for the rest of that day.

Once you have used this feature, you must complete a long rest before you may do so again.

## BOON OF AUGUST

Starting at 10th level, your aura reaches a constant mild state. While you are conscious, it feels like 70°F/21°C in the space within 10ft of you in every direction, regardless of the weather. You may dismiss or reinstate this temperature at will. In addition, you gain resistance to fire damage.

You and all allies within this range gains resistance to cold damage and may add your Wisdom modifier to any Constitution or Charisma saving throw in place of their normal ability score.

## EQUINOX

At 14th level, the space between the powers of your forms begins to fade and you gain the ability to travel between seasons more easily. You may switch between Persephone and Demeter forms with 10 minutes of meditation. You may also switch forms over the course of a short rest. If you switch forms more than once before completing a long rest, you suffer a level of exhaustion.



# FORM OF DEMETER

A druid in their Demeter form will often take a more closed appearance, letting snow collect on their clothing and preferring dark fabrics and long, protective, and concealing clothing. A druid in this form may also bear animals' horns or hides.

## SEASON OF HARVEST

At 2nd level, you begin to carry the spirit of the Autumn and Winter with you wherever you go. Plants with leaves that can change color will see this occur at your touch, and needles and leaves will fall from trees within 10ft of you.

You may cause objects to fall from trees as an attack action. Target a creature within 30ft, if they are within 15ft of a tree, you cause a piece of it to fall on them. If they are not, the object appears in your hand and is thrown at them. They must make a DEX save against your spell save DC or take damage according to the object that strikes them. Roll 1d3 to determine what hits them:

1. Leaves: Roll 1d6, that many razor-sharp leaves fall and deal 1 slashing damage each.
2. Pinecone: Target takes 1d6 bludgeoning damage and must roll 1d20. On a 1, they are covered in pine sap and stunned until your next turn.
3. Branch: Target takes 1d8 bludgeoning damage and must roll 1d20. On a 1, they are knocked prone.

Objects created with this effect disappear immediately after hitting their target.

## AURA OF AUTUMN

At 6th level, your aura grows in power as you exude more of the colder seasons' traits. Everywhere you go, a brisk chill follows you. In addition, your touch can accelerate the harvest. If you touch a spot of soil, you may cause a gourd or root vegetable to appear in that spot. You must wait 10 minutes before you can do this to soil within 10ft of the initial spot.

As an action, you may cause a pumpkin to appear in spot you can see within 35ft of you. If struck, the pumpkin explodes and deals 1d8 damage to anyone occupying the same 5ft space as it, and 1d4 damage to all non-friendly creatures within 5ft. You may also use a bonus action to trigger this explosion yourself.

You may create a number of pumpkins equal to your WIS modifier before you must complete a long rest to do so again.





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## BOON OF DECEMBER

Starting at 10th level, your aura reaches a constant chilling state. While you are conscious, the space around you 10ft in every direction is always 32°F/0°C, and you are immune to harm from cold conditions and cold damage. You may dismiss or reinstate this temperature at will.

You and all allies within 10ft of you gain resistance to fire damage and may add your WIS modifier to STR and INT saving throws in place of their normal ability score.



## EQUINOX

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