DRUID CIRCLES

CIRCLE OF THE LAND

CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land and consult the associated list of spells.

Once you gain access to a circle spell, 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.

BLIGHTED MIRE

Blighted mires are heavily diseased and plagued areas. The only things that can survive in the toxic bogs are vermin, insects, and fungus.

Druid Level Circle Spells

3rd detect poison and disease, ray of sickness

- 5th protection from poison, stinking cloud
- 7th *blight, vitriolic sphere*
- 9th contagion, insect plague

BRIAR TANGLE

Areas covered in mazes of thick, thorny vines, briar tangles are dangerous places. Those who make their homes in these sharp fortresses must be alert and dextrous to avoid being cut, but are protected well from predators.

Druid Level Circle Spells

3rd	entangle, hail of thorns
5th	conjure barrage, spike growth
7th	freedom of movement, grasping vine
9th	conjure volley, hold monster

CAVE

Large caverns carved out of rock by water erosion and weathering, caves are the epitome of darkness and isolation.

Druid Level	Circle Spells
3rd	darkness, darkvision
5th	blindness/deafness, silence
7th	erupting earth, stoneskin
9th	transmute rock, wall of stone

Сітү

Cities are settlements of intelligent humanoids, though some scavengers, vermin, and small plants also make it their home.

Druid Level	Circle Spells
3rd	find traps, knock
5th	heat metal, sending
7th	confusion, fabricate
9th	geas, passwall

GRAVEYARD

Graveyards hold the decayed bodies of deceased loved ones. They are ideal locations for those who wish to practice necromancy.

Druid Level	Circle Spells
3rd	false life, sleep
5th	feign death, vampiric touch
7th	bestow curse, elemental bane
9th	antilife shell, phantasmal killer

JUNGLE

Jungles are humid, densely vegetated areas in the tropics. Life in the jungle is always a race for survival.

Druid Level Circle Spells

3rd	fog cloud, expeditious retreat
5th	haste, plant growth
7th	freedom of movement, grasping vine
9th	hold monster, tree stride

RUINS

The remains of ancient cities and civilizations, ruins commonly house the spirits of former citizens. Spectral and spiritual power is strong at these sites.

Druid Level	Circle Spells
3rd	faerie fire, see invisibility
5th	moonbeam, speak with dead
7th	spirit guardians, polymorph
9th	legend lore, planar binding

STORM PLAIN

Some large expanses seem to constantly be engulfed in lightning and tempests. Storm plains are so named for by their incredibly common storm activity.

Druid Level	Circle Spells
3rd	thunderwave, warding wind
5th	lightning bolt, wind wall
7th	call lightning, storm sphere
9th	control winds, maelstrom

VOLCANO

The lava-containing volcanos are increadibly volatile and dangerous, ready to erupt at a moment's notice. The hottest places in nature are deep in the belly of volcanos.

Druid Level	Circle Spells
3rd	burning hands, flaming sphere
5th	fireball, flame arrows
7th	fire shield, wall of fire
9th	conjure elemental, immolation

WITHERED LAND

The obliterated remains of recent diasters, withered lands were once full of life but now plagued with death and decay. Scavengers, vermin, and other creatures that feast on the dead thrive in withered lands.

Druid Level Circle Spells

3rd	gentle repose, ray of enfeeblement
5th	feign death, speak with dead
7th	giant insect, blight
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9th *insect plague, destructive wave*