

DRUID - CIRCLE OF THE SUBTERRANEAN

Throughout history, druids have shunned metals. To most druidic circles, nature is what can be found above ground - the vines, roots, leaves, and animals. Because of this, druids from the Circle of the Subterranean are often frowned upon. Their choice to wear metal and hide away from the sun is a disgrace. Still, this disgrace has saved countless underground ecosystems, protected against unlawful mining practices, and provided them with great power. Because of this, society at large heralds them as heroes.

Defender of Cave and Ore

When you join this Circle at 2nd level, you move away from other druids and choose your own path. You can now wear and use metal and can see in dim light and nonmagical darkness normally for up to 120 feet.

Circle Spells

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Subterranean 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 the Subterranean Spells

| DRUID LEVEL | SPELLS |
|-------------|-----------------------------|
| 3rd | continual flame, heat metal |
| 5th | meld into stone, slow |
| 7th | stoneshape, stoneskin |
| 9th | creation, wall of stone |

Metallurgic Gifts

Also at 2nd level, you've not only learned to use metals but to extract their energy to enhance your spells. Whenever you deal damage or restore hit points to a creature with a spell, you may expend one use of your Wild Shape to place a Metallic Influence upon one creature (no action required). The Influence remains for 10 minutes, requiring concentration (as if concentrating on a spell), or until you lose concentration or place a new Metallic Influence upon a creature. You can choose from the Metallic Influences below:

- **Leaden Sluggishness.** At the start of each of its turns, the creature rolls 1d8. Its movement speed is reduced by an amount equal to five times the number rolled. In addition, it can use an action or a bonus action, but not both.
- **Iron Embrace.** At the start of each of its turns, the creature gains temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 2). While it has temporary hit points, it has resistance to nonmagical bludgeoning, piercing, and slashing damage.
- **Liquimetal Coating.** At the start of each of its turns, the creature rolls 1d8. Its movement speed is increased by an amount equal to five times the number rolled. In addition, it can take the disengage action as a bonus action.



- **Silvered Barbs.** At the start of each of its turns, the creature rolls 1d8. It must subtract the rolled amount from its next attack roll or saving throw.

- **Golden Fangs.** At the start of each of its turns, the creature rolls 1d8. It can add the rolled amount to its next attack roll or saving throw.

Underground Dweller

By the 6th level, you have complete control over the underground. You can remember and navigate cave systems perfectly, and you no longer consume a tenth of the air an average human consumes while within a cave system. In addition, you gain a burrowing speed equal to your walking speed. If you choose to, a creature under your Metallic Influence can also gain this speed when you place the Influence upon it (no action required).

Gemstone Gifts

At 10th level, you expand your knowledge of the underground, granting you new abilities. You learn the following Gemstone Influences, which can be used exactly like your Metallic Influences:

- **Emerald Charm.** At the start of each of its turns, the creature must succeed on a Wisdom saving throw against your spell save DC or become charmed until the end of its next turn. While charmed in this way, you can choose the creature's movement and action telepathically (no action required). The creature cannot be forced to do something that would harm it outright.

- **Sapphire Boost.** At the start of each of its turns, the creature rolls 1d8. On a roll of 5 or higher, the creature gains an additional action this turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Improved Metallurgy

At the 14th level, your control over metals and gems has become complete, requiring minimum attention. Your Metallic Influence and Gemstone Influence no longer require concentration. In addition, you may now have up to two Influences active at any given time.

