

THE CIRCLE OF GROWTH

AN ELDERLY GOBLIN WITH A LONG WHITE beard wipes his brow as he leans against a weathered plow. The farmland around him is lush and bountiful, crops of all types rising from ground that laid fallow mere months ago. He reaches out, and a nearby tree drops an apple directly into his waiting hand, everything made possible by his green thumbs.

NATURAL FARMERS

Druids of the Circle of growth are gifted farmers. Known amongst the goblins of Korros as ‘Green Thumbs’, these druids are masters of agriculture and protect the balance between domesticated and wild plants. They are often the centerpieces of farming communities, and seek to ensure that nobody goes hungry. Their magic causes plants to grow in otherwise fallow soil, and can return life to salted fields.

GREEN THUMB

At 2nd Level, you gain the ability to grow food from even the most fallow soil. So long as you have access to sunlight and loose dirt, you may cast Goodberry once a day. In addition, all goodberries created by you heal for 1d4+Spellcasting Modifier.

The Goodberries created by a Circle of Growth Druid follow many of the same rules as normal Goodberries.

- They must be consumed within 24 hours or become inert.
- They function as 1 day of food rations
- They can be used to bring someone back from Death Saves (so long as they can be made to swallow)

SCARECROW

Also at 2nd level, you gain the ability to use your wildshape to summon a scarecrow within 10ft of you. Every creature of your choice that comes within 30ft of the scarecrow must make a Wisdom Save equal to your spellcasting DC. On a failure, any attack against a creature other than the scarecrow is at disadvantage, as the scarecrow continually looms in the corner of their vision. Destroying the scarecrow ends this effect. The scarecrow has an AC of 12, and HP of 10 + spellcasting modifier. The creature must repeat this save at the end of their turn for as long as they remain within range.

COUNTRY DRUIDS MAKE DO

At 6th level, you’ve spent enough time working with your hands to know how to make tool substitutions on the fly. You gain proficiency with Improvised Weapons, and can use any farming implement as a casting focus. In addition, you may jerry-rig any tool that you are proficient with, using any similar tool or implement.

(Example: You can use a dagger in lieu of a woodcarver’s kit, or a mess kit instead of an Alchemist’s kit)



SALT OF THE EARTH

When you reach 10th level, you know a little bit of everything from your travels. If you’re making a skill check with a skill you’re not proficient with and it uses the wisdom Attribute, you make it with proficiency. In addition, learn 1 cantrip and 2 spells from any class spell list other than druid. These count as druid spells for you, and do not count against your prepared spells. Each time you level up, you may swap one of these spells with another. These spells must be of a level for which you have spell slots.

SYMBIOTIC PROTECTOR

At 14th level, even wild plants bend to your nurturing hand. No plant-based difficult terrain can affect you, and you can passively talk to any plant without expending a spell slot. Once per long rest, if you are struck by a critical strike, or reduced to 0 Hit Points, you may choose to reduce the damage by half, or set your Hit Points to 1 as the plants come to your defence. The attacker then must make a dexterity save equal to your Spellcasting DC or take 3d8 bludgeoning damage, halved on a success.