

# Archive of Forgotten Lore:

## Druid

This is Supplemental Material

### Druid Circle

At 2nd level, a druid gains the Druid Circle feature. This is an option written by Odvaskar for that feature: The Circle of the Oasis.

## Circle of the Oasis

Druids from the Circle of the Oasis are guardians of life. Their order gathers in areas where nature flourishes to perform rituals and share news. Oasis druids wander the most devastated environments, where they might go months or years without crossing paths with another sentient being.

Druids of this order focus on the restoration and protection of life in harsh environments such as deserts, tundras, volcanic fields, caves, etc. Their order also has been known heal nature and help the people after a natural or magical disaster that ravaged the land.

### Circle Spells

*2nd - Circle of the Oasis feature*

At 2nd level, You learn the *Shape Water* cantrip and the *Create or Destroy Water spell*. At 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level you gain access to the spells listed for the level in the Circle of the Oasis Spells table.

Once you gain 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 Oasis Spells

Druid Level	Circle Spells
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3rd	<i>Blur, Misty Step</i>
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5th	<i>Aura of Vitality, Plant Growth</i>
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7th	<i>Aura of Purity, Control Water</i>
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9th	<i>Circle of Power, Maelstrom</i>
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## Oasis of Life

*2nd - Circle of the Oasis feature*

As an action you can expend a use of your Wild Shape feature to summon an Oasis. The oasis emanates from a point on the ground that you can see within 60 feet, has a radius of 20 feet, and it lasts for 1 minute or until you die. The oasis has the following properties:

- The area is difficult terrain to hostile creatures.
- As a bonus action, you can conjure a geyser on one target within oasis. The target makes a Strength saving throw, on a failed save the target falls prone, or gets pushed 10 feet away.
- Whenever a friendly creature (including you) ends its turn in the oasis, it gains temporary hit points equal to your Wisdom modifier.

After 1 minute, the oasis ceases to be magical and becomes a natural oasis. The area around the oasis will slowly become fertile and attract wildlife after a number of days determined by the DM (usually 1d20 days).

## Cleansing Waters

*6th - level Circle of the Oasis feature*

At 6<sup>th</sup> level, your healing spells are infused with cleansing water. Whenever you use a spell of 1st level or higher to restore hit points to a creature (including you), the creature regains additional hit points equal to 1d6 plus your proficiency modifier. Additionally, when you cast a healing spell on a creature you can also cure one disease or neutralize one poison affecting it.

## Rejuvenation

*10th - level Circle of the Oasis feature*

Starting at 10<sup>th</sup> level, you can channel the essence of nature to rejuvenate living creatures. As an action you can touch a creature that has at least 1 hit point, the target regains 20 hit points at the start of its turns for 1 minute. This feature can restore a creature to no more than half of its hit point maximum unless the creature is a plant. You can't use this feature on an undead or a construct.

Once you use this feature, you can't use again it until you finish a long rest or expend a 5th level spell slot or higher.

## Guardian of the Oasis

*14th - level Circle of the Oasis feature*

At 14th level, you gain a permanent connection with every oasis you have created. As an action you can touch an Oasis of Life within 15 feet of you and link it to another Oasis of Life you created as long as it hasn't been destroyed and is on the same plane of existence. For 1 round, any creature that steps into the water of the oasis in front of you is teleported to the other oasis.

Once you use this feature, you can't use it again until you finish a long rest or expend a 7<sup>th</sup> level spell slot or higher.