

CIRCLE OF THE PETAL DRUID

PETAL DANCE

At 2nd level, you become permeated with the spirit of Obojima and are now able to control the weave of petals. By calling on the weave you can conjure a resilient cloud of petals that functions as an extension of your own being. This cloud remains in existence for 1 hour. While enveloped by the cloud, your AC increases by 1 and you gain the following features:

As a bonus action, you may cause your petals to lunge towards a creature within 20 ft. of you, slashing at its body. Make a ranged attack against the target using your spell attack bonus. On a hit, the target suffers 1d6 slashing damage. This ability's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Additionally, when you or a creature within 10 ft. of you takes damage, you can use your reaction to reduce that damage by your druid level + your proficiency bonus. Once you've used your petal cloud in this way the cloud dissipates.

You may activate petal dance a number of times equal to your proficiency bonus. All uses of petal dance are regained after a long rest.

PETAL BEAST MIMICRY

At 6th level, you gain the ability to imbue life into your petals. As a bonus action, you may expend a use of your petal dance to summon a spirit that takes the form of a creature of your choosing. This spirit arrives as a great wind that overtakes the petals before transforming into the desired beast. The spirit uses the **beastial spirit** statistics (see page 55), with the following changes:

- ♦ Its hit points are equal to your druid level x 3
- ♦ In addition to its movement speed it has a hover speed of 20 ft.
- ♦ It can move through other creatures as if they were difficult terrain

The spirit appears in an unoccupied space of your choice within 30 feet of you and acts on your turn. The spirit can only take the move and attack action. When the spirit is reduced to 0 hit points, it explodes in a stunning spectacle of cascading petals. Until the end of your next turn, all creatures within a 20 ft. radius centered on your spirit are affected by the spell **faerie fire**.

PETAL BARRIER

Starting at 10th level, you're able to call forth a massive collection of petals which create a great barrier. In a space that you can see, a wall of shifting petals forms. This wall is 1 foot thick, 15 feet tall, and up to 60 feet long. It appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall except for creatures designated by you. It is immune to all damage, as the petals magically heal any hole that would be created by an attack. This wall lasts a number of minutes equal to your druid level.

Once you use this feature, you must finish a long rest before you can use it again.

SPIRIT OF OBOJIMA

At 14th level, The spirit of Obojima sends aid when you are in dire need. When you are reduced to 0 hit points, you may expend all remaining uses of petal dance (as long as you possess at least one) and instead regain a third of your hit points and are carried to your feet, amidst a turbulent tempest of petals.

Additionally, as a reaction, you can send a wave of concussive wind sweeping out from you. Each creature in a 10-foot cube originating from you must make a Strength saving throw against your spell save DC. On a failed save, a creature is pushed 15 feet away from you. On a successful save, the ability has no effect.

Once you use this feature, you can't use it again until you finish a long rest.



BEASTIAL SPIRIT

Medium Spirit, Unaligned

Armor Class 15 (natural armor)

Hit Points 38 (8d6 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	15(+2)	9(-1)	12(+1)	9(-1)

Skills Intimidation +1, Perception +3, Stealth +4

Senses Passive Perception 13

Languages common

Challenge 2 (200 XP)

Promising Threat. The beastial spirit has advantage on Charisma (Intimidation) checks if the targeted creature has seen them successfully hit a creature with their bite attack.

Devour. If the beastial spirit reduces a creature's hit points to 0, they may use a reaction to consume some of their essence. Roll a die matching the targeted creature's hit die and heal a number of hit points equal to the result.

ACTIONS

Chomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.