

DRUID CIRCLE OF THE ROSE

Druids of the Rose are masters of cunning and affecting the minds of others. They derive many of their powerful psionics from the magical plants and fungi they replicate and utilize. These powers can affect others in a variety of psychological ways, and can enhance yourself and your allies.

CIRCLE SPELLS

Your roses grant you spells other Druids don't have. At level 2, 3, 5, 7, and 9, your spell list gains the following spells. They are Druid spells for you. You can't unlearn these spells, and they don't count against the number of spells you can have in your spell list.

ROSE SPELLS

Ranger Level	Spell
2nd	Friends
3rd	Calm Emotions, Suggestion
5th	Bestow Curse, Fear
7th	Charm Monster, Phantasmal Killer
9th	Dominate Person, Rary's Telepathic Bond

ROSEY TOUCH

Beginning at level 2, you can affect the minds of other creatures nearby. As a bonus action on your turn, you may make a ranged spell attack against a creature within 30 feet of you. Use your Wisdom modifier for this effect. On a hit, the creature is either charmed or frightened by you or put to sleep (your choice). The creature cannot be charmed by this effect if it is hostile to you. At the end of the creature's turn, it may make a Wisdom saving throw, ending the effect on itself on a success. A creature that is not hit by the attack directed at it, or that passes the save, is immune to this effect until the end of your next long rest. You may use this effect up to a number of times equal to your Wisdom modifier (minimum of 1), recharging all uses on a long rest.

MENTAL FORM

At level 6, you begin to change your form through your use of your magical plants. When you use wildshape, instead of becoming a beast, you may gain temporary hit points = twice your Druid level + your Wisdom modifier (minimum of 6). This form is beautiful and dramatic and empowers your mental connection with the world around you. As long as these temporary hit points last, you may cast Tasha's Mind Whip as an action on your turn, using your Wisdom modifier, as a first level spell, without spending a spell slot. You also gain telepathy with creatures within 120 feet of you for this duration, and advantage on Charisma checks.

ROSEY PERMANENCE

Starting with your 10th level, you gain permanent telepathy with creatures within 60 feet of you and add 2d12 to your temporary hit points when you use Mental Form. In addition, you may cast Zone of Truth, using your Wisdom modifier, as a second level spell, without expending a spell slot while in your Mental Form.

DAMAGING LINK

By level 14, you can harm creatures just through your psychic abilities. Whenever an effect you made that charms or frightens a creature or puts it to sleep ends on a creature, that creature takes 3d8 psychic damage.