

## DRUID CIRCLE OF THORNS

A druid of thorns is a master of defense and a tough naturalist. Druids of thorns can manufacture for themselves thorned armor, taking in the form of plant thorns, but also potentially animal's spikes and quills, to protect themselves against the dangers that come between them and the balance of nature. This armor may be outright manufactured and cared for by hand, but most use magic to assist in its creation.

### THORNED ARMOR

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Starting at second level, you may make thorned armor for yourself. At the end of a long rest, you can make thorned armor and don it immediately. This armor gives you AC = 13 + your Wisdom modifier, and, does 1d4 piercing damage to every creature which grapples you or is grappled by you, when the grapple begins and then at the beginning of each of its turns while the grapple continues. This effect cannot apply multiple times to a creature who is grappled by you and you by it, but can be applied multiple times if multiple druids of thorns are involved in a grapple with a single creature. Only you may wear your thorned armor, and you may only have one pair at a time. If the old set of armor is destroyed or lost, you may replace it. This causes the old set to inevitably decay into its mere materials.

You also may make a shield out of thorny material. It has no benefits beyond those of a regular shield.

This damage increases to 2d4 at level 6, 3d4 at level 10, and 4d4 at level 14.

In addition, you gain the Shillelagh cantrip for your cantrip list. This does not count against the number of cantrips you can know. If you already know this cantrip, you gain another druid cantrip instead.

### THORNY FORM

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At 6th level, you gain a thorny form. By expending a use of Wild Shape, you may enter your thorny form, which lasts up to one hour while you are conscious. When you do this, your body is covered in the type of thorns you use (plant, animal, etc.) almost entirely. You gain temporary HP equal to your druid level + your Wisdom modifier.

At level 14, the amount of temporary HP you gain from this ability doubles, to twice your druid level + twice your Wisdom modifier.

While in your thorny form, when you take the Attack action, you may make two attacks.

### WEAPONIZED THORNS

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At 10th level, your thorns become weapons for you to wield and ammunition for you to fire. You may use Shillelagh on any weapon without the heavy, two-handed, or special property. Using Shillelagh in this way with a weapon you are not proficient in gives you proficiency with that weapon for the duration, and causes the weapon to deal piercing damage for the duration.

## GRAPPLING THORNS

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Beginning with level 10, your thorned armor also gives you a climbing speed of 20 feet and gives you automatic success to hold onto objects, incapacitated creatures, and structures, as long as no creature is attempting to actively separate you, in which case you get advantage on checks and saves to hold on.

### SHILLELAGH IMPROVEMENT

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Starting at level 14, when you cast Shillelagh on a weapon, you may increase its damage die to 1d12 for the duration.