

Dreams

Balm of the Summer Court

At 2nd level, you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level.

As a bonus action, you can choose an ally you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent.

You regain the expended dice when you finish a long rest.

Hearth of Moonlight and Shadow

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the Gloaming Court to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn't visible outside it. The sphere vanishes at the end of the rest or when you leave the sphere.

Hidden Paths

Starting at 10th level, you can use the hidden, magical pathways that some fey use to traverse space in a blink of an eye. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Walker in Dreams

At 14th level, the magic of the Feywild grants you the ability to travel mentally or physically through dreamlands.

When you finish a short rest, you can cast one of the following spells, without expending a spell slot or requiring material components: Dream (with you as the messenger), Scrying, or Teleportation Circle.

This use of Teleportation Circle is special. Rather than opening a portal to a permanent teleportation circle, it opens a portal to the last location where you finished a long rest on your current plane of existence. If you haven't taken a long rest on your current plane, the spell fails but isn't wasted.

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

Moon

Combat Wild Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there.

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Elemental Wild Shape

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

Thousand Forms

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the Alter Self spell at will.

Land

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land – arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark – and consult the associated list of spells.

Once you gain access to a circle spell, 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.

Arctic

3rd Hold Person, Spike Growth

5th Sleet Storm, Slow

7th Freedom of Movement, Ice Storm

9th Commune with Nature, Cone of Cold

Coast

3rd Mirror Image, Misty Step

5th Water Breathing, Water Walk

7th Control Water, Freedom of Movement

9th Conjure Elemental, Scrying

Desert

3rd Blur, Silence

5th Create Food and Water, Protection from Energy

7th Blight, Hallucinatory Terrain

9th Insect Plague, Wall of Stone

Forest

3rd Barkskin, Spider Climb

5th Call Lightning, Plant Growth

7th Divination, Freedom of Movement

9th Commune with Nature, Tree Stride

Grassland

3rd Invisibility, Pass Without Trace

5th Daylight, Haste

7th Divination, Freedom of Movement

9th Dream, Insect Plague

Mountain

3rd Spider Climb, Spike Growth

5th Lightning Bolt, Meld into Stone

7th Stone Shape, Stoneskin

9th Passwall, Wall of Stone

Swamp

3rd Darkness, Melf's Acid Arrow

5th Water Walk, Stinking Cloud

7th Freedom of Movement, Locate Creature

9th Insect Plague, Scrying

Underdark

3rd Spider Climb, Web

5th Gaseous Form, Stinking Cloud

7th Greater Invisibility, Stone Shape

9th Cloudkill, Insect Plague

Land's Stride

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the Entangle spell.

Nature's Ward

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Nature's Sanctuary

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Shepherd

Speech of the Woods

At 2nd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you any special friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

Spirit Totem

Starting at 2nd level, you gain the ability to call forth nature spirits and use them to influence the world around you.

As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents. As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

Bear Spirit. The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

Hawk Spirit. The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Wisdom (Perception) checks while in the aura.

Unicorn Spirit. The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

Mighty Summoner

At 6th level, beasts and fey that you conjure are more resilient than normal. Any beast or fey summoned or created by a spell that you cast gains two benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Guardian Spirit

Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

Faithful Summons

Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *Conjure Animals* as if it were cast with a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

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

Spores

Circle Spells

Your symbiotic link to fungus and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the *Chill Touch* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the *Circle of Spores Spells* table.

Once you gain access 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 Spores Spells

3rd *Blindness/Deafness*, *Gentle Repose*

5th *Animate Dead*, *Gaseous Form*

7th Blight, Confusion
9th Cloudkill, Contagion

Halo of Spores

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Symbiotic Entity

At 2nd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 5 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra 1d6 poison damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

Fungal Infestation

At 6th level, your spores gain the ability to infest a humanoid corpse and animate it.

If a beast or humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point. The creature uses the zombie statistics. It remains animate for 1 hour, after which time it collapses and dies.

In combat, the zombie's turn is immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

Spreading Spores

At 10th level, you gain the ability to seed an area with deadly spores. As a bonus action while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active.

Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

Fungal Body

At 14th level, the fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit, unless you are incapacitated.

Twilight (UA)

Harvest's Scythe

Starting at 2nd level, you learn to unravel and harvest the life energy of other creatures. You can augment your spells to drain the life force from creatures. You have a pool of energy represented by a number of d10s equal to your druid level.

When you roll damage for a spell, you can increase that damage by spending dice from the pool. You can spend a number of dice equal to half your druid level or less. Roll the spent dice and add them to the damage as necrotic damage. If you kill one or more hostile creatures with a spell augmented in this way, you or an ally of your choice that you can see within 30 feet of you regains 2 hit points per die spent to increase the spell's damage, or 5 hit points per die if at least one of the slain creatures was undead. You regain the expended dice when you finish a long rest.

Speech Beyond the Grave

At 6th level, you gain the ability to reach beyond death's veil in search of knowledge. Using this feature, you can cast Speak with Dead without material components, and you understand what the target of this casting says. It can understand your questions, even if you don't share a language or it is not intelligent enough to speak.

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

Watcher at the Threshold

At 10th level, you gain resistance to necrotic and radiant damage. In addition, while you aren't incapacitated, any ally within 30 feet of you has advantage on death saving throws.

Paths of the Dead

At 14th level, your mastery of death allows you to tread the paths used by ghosts and other spirits. Using this feature, you can cast *Etherealness*. Once the spell ends, you can't cast it with this feature again until you finish a short or long rest.