

DRUID CIRCLE: CIRCLE OF FEY

Druids who are members of the Circle of Fey hail from regions that have strong ties to the Feywild, such as the Twilight Demesne. The druids' guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with merriment and light. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places.

The druid sect of the Greensingers, druids and rangers with close ties to the fey, are often Druids of the Circle of Fey. As are druids in contact with the Eldarin of the Feyspires.

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 lends relief to weary feet and 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, and its speed increases by 5 feet per die spent. The speed increase lasts for 1 minute.

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

BONUS PROFICIENCIES

At 2nd level, you gain proficiency in Performance and one musical instrument of your choice. Additionally you learn to speak either Elvan or Sylvan.

HEARTH OF MOONLIGHT AND SHADOW

At 6th level, home is wherever you set up camp. During a short or long rest, you can invoke the shadowy power of Thelanis to ward your campsite from intruders. At the start of the rest, you create an area with a 30-foot radius. Within this area, you and your allies gain a +5 bonus to Wisdom (Perception) checks to detect creatures, and any light from open flames (campfire, torches, and the like) is not visible outside the area. These effects end when the rest finishes or when you leave the area.

HIDDEN PATHS

At 10th level, you can use the hidden, unpredictable magical pathways that some fey use to traverse space in a blink of an eye. On your turn, you can teleport up to 30 feet to a spot you can see. Each foot of this teleportation costs 1 foot of your movement.

You can also use this feature to teleport someone else. As an action, you can teleport a willing ally you touch up to 30 feet to a point you can see.

When this is used, leaves and vines come up from the ground to wrap around your or whomever you teleport. You are pulled into the ground only to step out of a bright light on the other side. Or you jump from a nearby tree only to appear from a bush. Similiar magical paths such as this manifest everytime this is used.

Once you use either option—teleporting yourself or an ally—you roll a d6 with the ability recharging on a 5 or 6.

PURIFYING LIGHT

At 14th level, the favor of the Summer Court allows you to end spells that hamper you and your allies. When you cast a spell with a spell slot and it restores hit points to you or an ally this turn, you can simultaneously target the healed creature with dispel magic.

You can use this feature three times, and you regain expended uses of it when you finish a long rest. If the healing spell targets more than one creature, you can use this feature on more than one at the same time, expending one use of it per creature.

CREDITS & CHANGELOG

Last updated on Apr 9th, 2017

This archetype originally showed up in [Wizards Unearthed Arcana: Druid](#) as Circle of Dreams.

This was put together by Freewolf ([/u/Freeewolf](#)), and posted to my Homebrew site for my [D&D 5E campaign set in Eberron](#).

Praise be [the master](#) for creating [The Homebrewery](#).

VERSION 1.1

- Renamed the Circle.
- Tweaked some of the default abilities.
- Added bonus proficiencies.

VERSION 1.0

- Archetype created from Unearthed Arcana.