

Archive of Forgotten Lore:

Druid

This is Supplemental Material

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. This is a short revision written by Odvaskar for that feature: The Circle of Dreams.

Circle of Dreams: Expanded

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild and its dreamlike realms. 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 dreamy wonder. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places, where dream and reality blur together and where the weary can find rest.

Circle Spells

2nd - Circle of Dreams Revised feature

Your connection to the Feywild grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Dreams 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 Dreams Spells

Druid Level	Spells
2nd	<i>Disguise Self, Sleep</i>
3rd	<i>Misty Step, Moonbeam</i>
5th	<i>Blink, Catnap</i>
7th	<i>Conjure Woodland Beings, Hallucinatory Terrain</i>
9th	<i>Dawn, Dream</i>

Tranquility

2nd - Circle of Dreams Revised feature

As an action, you can expend one use of your Wild Shape feature to cast the *Calm Emotions* spell requiring no components and without expending a spell slot.