

## Circle of the Fey 2.0

### Circle of the Fey Spells

When you reach a Druid level specified in the table below, you thereafter always have the spells listed on the *Fey* column prepared. Whenever you finish a Long Rest, choose one Fey Court: *Seelie* or *Unseelie*, and you also have the spells in that column for your Druid level and lower prepared.

| Druid Level | Fey                                        | Seelie                   | Unseelie |
|-------------|--------------------------------------------|--------------------------|----------|
| 3           | Hideous Laughter, Misty Step, Mirror Image | Command                  | Bane     |
| 5           | Summon Fey                                 | Hypnotic Pattern         | Fear     |
| 7           | Dominate Beast                             | Greater Invisibility     | Blight   |
| 9           | Dominate Person                            | Yolande's Regal Presence | Seeming  |

### **Fey Form**

At 3rd level you align yourself with the nature of fey, learning from the duality of both the Seelie and Unseelie Courts, gaining abilities based on their influence. As a bonus action, you can expend a use of your Wild Shape, you can take the form of your fey self, attuned with either the Seelie or Unseelie (your choice when you activate it). The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

**Seelie Form:** While in this form you become the manifestation of pure ethereal beauty, joy, and harmony with nature. It grants the following benefits:

**Faerie Radiance.** As a bonus action, you can force a creature within 60 ft of you to make a Charisma saving throw, and if the saving throw fails, the target is charmed by you until the end of your next turn.

The effect ends for an affected creature if it takes any damage, becomes unable to see you, or if someone else uses an action to shake the creature out of its stupor.

**Unseelie Form:** While in this form you are wreathed in shadow and emulate the corrupt dark twisted nature of the Fey. It grants the following benefits:

***Faerie Wither.*** As a bonus action, you can force a creature within 60 ft of you to make a Charisma saving throw, and if the saving throw fails, the target is frightened of you until the end of your next turn.

### **Otherworldly Glamour**

Additionally, at 3rd level, your fey qualities give you a supernatural charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

In addition, you gain proficiency in one of the following skills of your choice: Deception, Performance, or Persuasion.

## **Level 6**

Your Fey Form confers additional benefits while active, as detailed below.

***Faerie Linger.*** The conditions caused by *Faerie Radiance* and *Faerie Wither* now last for 1 minute instead of until the start of your next turn.

### **Seelie Form: Bewildering Aura**

*You can choose an enemy creature you can see within 60 ft to have disadvantage against saving throws from Druid Spells. If a creature is charmed, it automatically fails the save. You can use this ability a number of times equal to your Wisdom modifier (minimum of once) per long rest.*

### **Unseelie Form:**

*Enemy creatures that are frightened by you take psychic damage equal to your Wisdom Modifier at the start of each of their turns while you can see them.*

## **Level 10**

Whenever you cast a spell using a spell slot, roll a die. If the result is an odd number, you gain the *Seelie Aftercasting* benefit, and if it is an even number, you gain the *Unseelie Aftercasting* benefit. If you are in your Fey form, you can choose the benefit according to your current form instead.

***Seelie aftercasting:*** You or a creature you can see within 60 feet of yourself regain a number of Hit Points equal to 1d6 for each level of the spell slot spent in the casting.

***Unseelie aftercasting:*** A creature that you can see within 60 feet of yourself takes 1d6 Necrotic damage.

### **Level 14**

**Seelie Form:** Any creature with the Charmed condition caused by *Faerie Radiance* is forced to defend you, and must take the Attack action against the closest creature of your choice. If any creature of your choice would provoke an opportunity attack from the affected creature, the creature must use its Reaction to make that attack if it is able to. When the Charmed creature deals damage in this way, the effect ends for the creature.

**Unseelie Form:** ?????

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### ***Idea 2***

### **Level 3**

#### ***Fey Illusion***

*Instead of transforming into a beast with Wild Shape, you can expend one use of your Wild Shape to summon a powerful illusion. As a bonus action, you summon an illusory duplicate of yourself, appearing in an unoccupied space you can see within 30 feet of you. This duplicate lasts for 10 minutes or until it is destroyed.*

*The illusory duplicate has AC equal to 10 + your Wisdom modifier and shares your saving throw proficiencies. It cannot deal damage or interact with objects, but it can move on your turn (no action required) and mimic your actions. Enemies that can see the duplicate must succeed on a Wisdom (Insight) check against your spell save DC to discern that it is an illusion. Creatures that fail this check see the duplicate as real.*

*As long as your duplicate is present if an enemy targets you with an attack, you can use your reaction to swap places with your duplicate, causing the attack to target the duplicate instead.*

## **Level 6**

### **Phantom Legion**

Fey Illusion now summons an additional Illusory duplicate

*Whenever a creature attacks you, it must roll a d6. On a roll of 3 or lower, the attack targets your duplicate instead, regardless of range.*

*When one of your duplicates is destroyed or dispelled, you can immediately become invisible until the start of your next turn.*

## **Level 10**

### **Fey Charm:**

*You gain the ability to manipulate the emotions of creatures through your illusions. When you summon an illusory duplicate, you can choose to have the illusion exude an enchanting aura. All creatures of your choice within 5 feet of the duplicate must make a Wisdom saving throw or become charmed by you for 1 minute.*

*A creature charmed in this way is pacified, and it cannot attack you or your allies, nor can it target your illusory duplicates with harmful effects. The charm ends early if the creature takes damage from you or your allies.*

## **Level 14**

### **Master of Deception**

*-Your mastery of fey illusions allows you to completely warp the battlefield with phantasms that are indistinguishable from reality. As an action, you can expend two uses of your Wild Shape to summon a Fey Phantasm, a grand illusionary spectacle that lasts for 1 minute.*

*When you summon a Fey Phantasm, choose one of the following effects:*

**Mirage of Terror:** You summon terrifying illusions of monstrous creatures, fey abominations, or shadowy figures in a 20-foot radius centred on a point you can see within 60 feet. All enemies in the area must make a Wisdom saving throw or be frightened for 1 minute. While frightened, creatures take 2d6 psychic damage at the start of their turn. Creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.

**Elysian Veil:** You summon an illusion of tranquil fey beauty—such as a glowing glade, a shimmering river, or a canopy of radiant lights—centered on a point within 60 feet. This illusion fills a 20-foot radius and creates an aura of healing. Allies within the area have advantage on saving throws and regain hit points equal to 2d6 + your Wisdom modifier (minimum of 1) at the start of each of their turns. You can move the illusion up to 30 feet as a bonus action.

### Idea 3

You can speak, read, and write in Sylvan. Furthermore, you gain the friends cantrip, which counts as a warlock spell for you, and doesn't count against the number of cantrips you can know. **For you, it doesn't require material or somatic components.** Lastly, when you cast the friends cantrip, you can modify it such that your target doesn't become hostile towards you when the effect ends. Once you do so, you cannot do so again until you complete a short or long rest, or you expend a Pact Magic spell slot to do so.

"As an action, you can expend a usage of your Wild Shape to transform into a fey-like variant of yourself. You gain an amount of temporary hit points equal to your Druid level and for 1 minute, you can teleport to an unoccupied space within 10 feet of you at the start of each of your turns (requires no action by you) and you can use your bonus action to force a creature within 60 feet of you that you can see to succeed on a Wisdom saving throw against your spell save DC or be charmed or frightened until the end of your next turn (chosen by you when you take this action).

This feature ends early if you expend another Wild Shape, are incapacitated, or if you choose to end it (requires no action by you)."

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Syphon Fear. The terror feeds on the mental energy produced by a single creature it can see within 60 feet. The target takes 12 (2d8+3) psychic damage, or half as much on a successful Wisdom saving throw (DC 13). The terror then takes temporary hit points equal to half the damage dealt.

*Terrify (recharge 5-6). The terror attempts to overwhelm one creature it can see within 60 feet with horrifying images of what that creature fears most. The target takes 9 (2d8) psychic damage, or half as much on a successful Wisdom saving throw (DC 15). On a failed save, the target is also frightened of the terror for 10 minutes. The creature has disadvantage on this roll if the terror is currently shifted into the shape of something the target is afraid of. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Potential Seelie Powers:

**Glorious Presence** - Radiant moonlight streams from you in all directions, and those who behold are stricken with awe.

When you release the energy bound within you, it no longer flashes quickly and vanishes. Instead, the very world around you seems to warp with the impression you made on it, causing vestiges of your power to linger long enough to inspire your allies.

Potential Unseelie Powers:

**Dread Presence** - Druids from the Feywilds have mastered the art of appearing to be more frightening than they are, scaring off enemies with a presence so terrifying that it causes pain in the minds of those who look on them.

Your shadow lengthens and grows, looming over your enemies and overcoming them with dread.

FEAR AURA?

**Improved Dread Presence** - Fear can be a potent power in any spellcaster's arsenal. When you unleash the fury of your presence upon your enemies, you not only make them want to flee before you, but also can cause them to quake with such fear that they seem unable to do more than cringe at the sight of you.

You become a great shadow made manifest, a thing of nightmare that causes your enemies to cower before you.

**Supreme Dread Presence** - So strong is your Dread Presence that your very shadow has a practically become a living, animate thing. Occasionally it might disobey you, reflecting an action wholly different than the one you are taking. However, when you command it to obey you in your strongest voice, it becomes an implement of the terror you inspire.

You become a vision of nightmare, cloaking yourself in the dread shadow that is inexorably bound to you, wrapping it around you like a mantle.

**Shadow Cloak** - The Unseelie place a high value on secrecy. You have learned to reach out and physically grasp the shadows that lie in corners and cracks, pulling them over you like a cloak to hide you from prying eyes.

You become invisible until .....

**Umbral Report** - In the twilight of the Feywilds, shadows connect locations where illumination cannot reach. This power allows you to use that connection as a conduit for your words, sending messages to creatures you're familiar with no matter where you are.

You whisper into a nearby shadow, and the darkness carries them away to the person you designate.

Cast Sending X number of times a day

### Circle of the Fey

#### Circle of the Fey Spells

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| Druid Level | Fey                          | Seelie                | Unseelie                    |
|-------------|------------------------------|-----------------------|-----------------------------|
| 3           | Hideous Laughter, Suggestion | Command, Bless        | Disguise Self, Invisibility |
| 5           | Blink                        | Mass Healing Word     | Fear                        |
| 7           | Dominate Beast               | Hallucinatory Terrain | Phantasmal Killer           |
| 9           | Dominate Person              | Passwall              | Seeming                     |

### Fey Form

At 3rd level you align yourself with the nature of fey, learning from the duality of both the Seelie and Unseelie Courts, gaining abilities based on their influence. As a bonus action, you can expend a use of your Wild Shape, you can take the form of your fey self, attuned to both the Seelie or Unseelie. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

While in this form you gain the following features:

- **Bewitching Gaze:** You can use your bonus action to force a creature within 30 feet of you that you can see to succeed on a Wisdom saving throw against your spell save DC or be charmed or frightened until the end of your next turn (chosen by you when you take this action).
- **Illusory Duplicate:** As a reaction, when targeted by an attack, you can project an illusion of yourself to confuse the enemy and force the attack to be at disadvantage. Your illusion disappears after either of you are hit.

### **Otherworldly Glamour**

Additionally, at 3rd level, your fey qualities give you a supernatural charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

## **Level 6**

### **Fey Reinforcements**

At 6th level, the royal courts of the Feywilds have blessed you with the assistance of fey beings; you know the spell Summon Fey. It doesn't count against the number of Druid spells you know, you can cast it once without using a spell slot, and you regain the ability to do so after a long rest. When cast this way, the spell doesn't require concentration but its duration becomes 1 minute for the casting.

## **Level 10**

### **Fey form improvements**

You are immune to charmed and frightened effects. Additionally, when in your Fey Form you now have the following effects:

- Creatures that are either Charmed or Frightened from your **Bewitching Gaze** feature are now under the condition for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success the effects ends.
- Creatures that are Charmed or Frightened of you either from your **Bewitching Gaze** feature or a spell take psychic damage equal to your wisdom modifier at the start of each of your turns, this damage does not end either condition.
- **Illusory Distraction:** As reaction, whether you are being targeted by an attack or not, you can summon your **Illusory Duplicate**. It has 1hp, an AC of 10 + your

Wisdom modifier, and you can move it up to 30 ft each turn (no action required). When you're targeted by an attack or spell, you can swap positions with your illusion.

## Level 14

### Master of the Unseen World

At 14th level, your mastery of fey illusions allows you to completely warp the battlefield with phantasms that are indistinguishable from reality. As an action, you summon a grand illusionary spectacle that lasts for 1 minute. Choose one of the following effects:

**Mirage of Terror:** You summon terrifying illusions of monstrous creatures, fey abominations, or shadowy figures in a 20-foot sphere centered on a point you can see within 60 feet. Enemies in the area take 2d6 + your Wisdom modifier (minimum of 1) psychic damage and their movement speed is halved when they start of their turn in the area or enter the area on their turn. You can move the area up to 30 ft as a bonus action.

**Elysian Veil:** You summon an illusion of tranquil fey beauty—such as a glowing glade, a shimmering river, or a canopy of radiant lights—centered on a point within 60 feet. This illusion fills a 20-foot sphere and creates an aura of healing. Allies and yourself within the area regain hit points equal to 2d6 + your Wisdom modifier (minimum of 1) and any effect causing them to be charmed or frightened end on them when they start of their turn in the area. You can move the area up to 30 ft as a bonus action.

Once you use the ability you cannot use it again until you have finished a long rest.