

DRUID CIRCLE: CIRCLE OF THE UNSEELY

“Their willingness to give themselves fully to forces of darkness, natural or otherwise, have left them twisted and lost. They are the antithesis of what we as druids strive for. They are abominations.”

—AarriannaKahn, High Druid

Druids of the Circle of the Unseely go far beyond simply interacting with the fey and seek to make true and lasting covenants with members of the Gloaming Courts. These druids aspire to what they see as true ascendance in the natural world by casting off their mortal ties and giving themselves fully over to the darkest sways of the Feywild.

Members of the Circle of the Unseely are not looked highly upon by other druids, who see their preference for communing with dark or evil fey influences as unbalanced at best and flagrantly dangerous at worst. And although not all members of this druid circle see themselves as evil, they all gleefully revel in the discomfort and unease they instill in those around them.

CIRCLE SPELLS

Your covenant with the Unseely fey has gifted you with access to certain spells. At 2nd level, you learn the vicious mockery cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Unseely 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 THE UNSEELY SPELLS

Druid Level	Circle Spells
3rd	blur, invisibility
5th	bestow curse, hypnotic pattern
7th	compulsion, greater invisibility
9th	geas, mislead

UNSEELY ICHOR

At 2nd level, you are granted abilities tied to your burgeoning unseely nature. You gain a pool of fey energy represented by a number of d6s equal to your druid level.

As a reaction, when a creature attacks you or comes into contact with you, you can cover yourself in a thick, viscous slime. You may determine the effect of the slime from the below options.



You remain covered in the slime until you dismiss it, and you may select a different effect each time you use the reaction.

Acidic Slime

You may spend a number of dice equal to half your druid level or less to inflict acid damage. The affected creature must succeed on a Constitution saving throw against your spell save DC or take damage equal to the amount rolled.



CREDITS

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Resistant Slime

You may spend a number of dice equal to half your druid level or less. Reduce the amount of damage you take from bludgeoning, piercing, or slashing damage by the amount rolled.

Tenacious Slime

You may spend a number of dice equal to half your druid level or less. Add the amount rolled to Strength (Athletics) checks made to grapple the creature.

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

SHADOW DANCE

Beginning at 6th level, you are able to harness your unruly presence to cause the shadows of your enemies to turn against their masters.

As an action, you may select any number of creatures within 30 ft. of you. The chosen creatures must make a Wisdom saving throw against your spell save DC or their shadows immediately separate from them and begin to attack them viciously, halving their speed and inflicting 4d8 force damage. On a successful save, the creature takes half as much damage. The shadows continue to rebel and attack for a number of rounds equal to your Wisdom modifier (minimum of one), and affected creatures must attempt a new saving throw at the beginning of each round.

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

COURTLY SEEMING

At 10th level, you can assume the guise of a Lord of the Fey Courts to terrify or beguile the creatures around you.

As an action, you may select any number of creatures within 60 ft. of you. The chosen creatures must make a Wisdom saving throw against your spell save DC. On a failed save, the creature is either charmed or frightened for 1 minute. Affected creatures may repeat their saving throw at the beginning of each of their turns, and once they have successfully made their saving throw they cannot be affected by this ability again for 24 hours.

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

EMBRACE OF THE GLOAM

Starting at 14th level, you have completely given yourself over to the influences of the Unseely, and they have accepted you as one of their own. You can no longer be charmed or frightened, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Additionally, as a bonus action, you may teleport to an unoccupied space within 30 feet of you, provided that both the space you're teleporting from and your destination are in dim light or darkness. The destination does not need to be within line of sight.

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

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