

DRUID: CIRCLE OF STILLNESS

Members of the Circle of Stillness are spirit talkers who administer rites to spirits, be they of the land or of ancestors long departed. They give both offerings to and reverence for these spirits.

They can call upon the spirits for aid, especially to undo the damage caused by those who seek to harm the balance between the natural world and the spiritual realm.

THIS IS PLAYTEST MATERIAL

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Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

This Druid Circle is part of the *Psychic and Spiritual Handbook* (available at therincreative.com and [GM Binder](#)).

CIRCLE OF STILLNESS FEATURES

Druid Level	Feature
2nd	Circle Spells, Spiritual Aid
6th	Communion
10th	Watchful Spirits
14th	Spiritual Beckoning

CIRCLE SPELLS

2nd-level Circle of Stillness feature

As a petitioner of the spirits you are granted access to certain spells. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Stillness 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.

Each spell is in the *Player's Handbook*, unless it has an asterisk, in which case it is in *Xanathar's Guide to Every-*

thing, two asterisks, in which case it is in *Tasha's Cauldron of Everything*, or a dagger, in which case it is in the *Psychic and Spiritual Handbook*.

CIRCLE OF STILLNESS SPELLS

Druid Level Feature

2nd	<i>cause fear*</i> , <i>ceremony*</i>
3rd	<i>healing spirit*</i> , <i>misty step</i>
5th	<i>speak with dead</i> , <i>spirit shroud**</i>
7th	<i>spirit of the wolf†</i> , <i>summon elemental**</i>
9th	<i>commune with nature</i> , <i>legend lore</i>

SPIRITUAL AID

2nd-level Circle of Stillness feature

You can call upon the spirits for assistance. You have a pool of d6s that you spend to beseech them. The number of dice in the pool equals 1 + your druid level. You regain all expended dice when you finish a long rest.

You can gain the aid of the spirits in a number of ways. The maximum number of dice you can spend at once is equal to your proficiency bonus.

Buffer. When you take damage, you can use your reaction to spend dice, gaining a number of temporary hit points equal to the total number rolled on the dice. These temporary hit points are lost at the end of your next turn.

Dispersion. After a creature takes damage from one of your druid spells, you can spend dice to deal force damage to the target equal to the total number rolled on the dice. If the spell can target more than one creature, you can divide the dice you spend among the targets as you choose. If at least one of the targets is a celestial, elemental, fey, fiend, or undead, you regain one of your dice.

Succor. When you make a Strength or Dexterity ability check or saving throw, you can spend dice to increase your check or save by the total number rolled on the dice.

COMMUNION

6th-level Circle of Stillness feature

As an action, you can expend one use of your Wild Shape feature to entreat the spirits in one of the following ways.

Assistance. You ask the spirits in the area to aid you in locating a creature, object, or passage. If the spirits know the target's location and aren't hostile toward you, they will create a sign indicating the direction of what you seek. The sign can take a number of forms such as spiraling leaves and petals or a ghostly glow. The DM will determine the details of the sign.

Quell Unrest. You attempt to sooth the surrounding spirits, laying a spiritfont to rest. The spiritfont must succeed on an Intensity saving throw against your spell save DC or be rendered dormant for a number of hours equal to your proficiency bonus.

WATCHFUL SPIRITS

10th-level Circle of Stillness feature

Your ability to appeal to ambient spirits increases. You can use your Buffer and Succor features on a creature you can see within 30 feet of you.

SPIRITUAL BECKONING

14th-level Circle of Stillness feature

By performing a 10-minute ritual, you can call forth a spirit to aid you in achieving a specific cause. The spirit can provide information, aid you in travel, or provide an appropriate boon. The DM will decide the exact nature the spirit's aid takes, but it will never directly enter combat. The spirit you summon is friendly to you.

To call a spirit, you must be within its domain's vicinity or have a fetish (see the Fetish Materials sidebar for details).

A spirit will aid you for up to 1 hour. The DM may allow you to negotiate and appease the spirit to maintain its assistance for a longer time. Most spirits will not depart their domains, but the DM may allow you to bargain with a disagreeable spirit.

Once you use this feature, you can't use it again until you finish a long rest. You don't expend the use of this feature if no spirit is within the area or it is unable to answer your call.

If you don't have *Xanathar's Guide to Everything* or *Tasha's Cauldron of Everything*, you can replace those spells as shown on this table:

CIRCLE OF STILLNESS ALTERNATE SPELLS

Base Spell	Alternate Spell
<i>cause fear</i>	<i>faerie fire</i>
<i>ceremony</i>	<i>sanctuary</i>
<i>healing spirit</i>	<i>aid</i>
<i>spirit shroud</i>	<i>spirit guardians</i>
<i>summon elemental</i>	<i>conjure minor elementals</i>

FETISH MATERIALS

When no spirit dwells within an area to be summoned, a skilled druid or shaman uses a fetish associated with a type of spirit to call one forth.

To create a fetish, appropriate materials must be gathered along with additional reagents which cost 500 gold pieces to imbue the fetish with the magic necessary to summon the spirit. Only one fetish can be created at a time, and once used, the fetish is consumed in the summoning.

NEW SPELL

The following spell is available to druids, rangers, and wizards.

SPIRIT OF THE WOLF

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (the fang of an aged wolf)

Duration: 1 minute

You assume the form of an ethereal wolf. Your movement speed is increase by 10 ft. and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons. You gain the stats of a dire wolf and the following traits: Ethereal Form, Incorporal Movement. You retain your hit points, Intelligence, Wisdom, and Charisma.

Ethereal Form. Using your action, you can enter the Ethereal Plane. During this time you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything looks gray, and you can't see more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability, spell, or power has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spells ends or you use your action to end this effect, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately moved to the nearest unoccupied space that you can occupy.

Incorporeal Movement. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.