

CIRCLE OF THE FEYDARK

DRUID SUBCLASS



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CIRCLE OF THE FEYDARK

Druids that are members of the Circle of the Feydark, come from regions with a strong connection to the Feydark and its twisted realms. Druids of this circle, usually forgo their animalistic transformations, in order to summon twisted plants from the Feydark. Their magic allows them to control those trees, to send their foes to their final rest.

These druids seek to eliminate those that have destroyed the once vibrant and full of harvest places, while using the magic of evil-aligned fey.

CIRCLE OF THE FEYDARK SPELLS

Your link to Feydark grants you access to certain spells. At 2nd level, you learn the *Toll the Dead* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Blood Court 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.

Druid Level	Spells
3rd	false life, gentle repose
5th	life transference, revivify
7th	divination, blight
9th	raise dead, commune

BLIGHT SUMMONING

Starting at level 2nd, you can use your druidic powers to summon blights from the Feydark. To use this feature you expend one use of your Wild Shape. The type of blight you can summon depends on your level in class (as shown in the table below) and the number of blights you can summon and control equals your Wisdom modifier (minimum of 1). The blights remain for 1 hour, until they die, or until you dismiss them as a bonus action.

In combat, the blights share your initiative count, but they take their turn immediately after yours.

Level	Max Cr	Blight Type
2nd	1/8	Twig Blight
4th	1/4	Needle Blight
8th	1/2	Vine Blight

Whenever you summon a blight using this feature, it has the additional benefits:

- The creature gains temporary hit points equal to half your Druid level, rounded up.
- The creature adds your proficiency bonus to its attack and damage rolls.

FEYDARK RESILIENCE

When you reach 6th level, the damage of your blight's natural weapons is considered magical for the purpose of overcoming resistance to non-magical attacks and damage.

You can also offer a portion of your vitality, to restore the hit points of your blights. You can spend a number of Hit Dice and restore 1d8 hit points across your blights for every hit dice you have spent.

Once you use this ability you need to take a long rest before you can use it again.

DARK OAK HIDE

Starting at 10th level, your connection to the Feydark grows stronger, causing your physical traits to become similar as those of your blights. You, as well as your blights, gain resistance to *necrotic* damage.

Additionally, if you lose a body part, you can perform a 1-hour ritual to create a new one made entirely of oak hide that functions like if it was part of your body.

IMPROVED BLIGHT SUMMONING

At 14th level, you can channel your druidic magic in order to take control of an even greater blight. As an action you can expend 2 uses of your Wild Shape feature, to transform a tree into a **Tree Blight** that acts on your turn at your command. You control the Tree Blight for 1 hour until it dies, or until you dismiss it as a bonus action on your turn. After you use this ability you can't do so again until you finish a long rest.

