Arvia Circles

Introduction

Welcome to the Druid Circles supplement for the Amazons vs Valkyries adventure setting. This file features two druid circles unique to this setting: the Circle of Abundance and the Circle of Arcana. These druid circles are in addition to the ones presented in the core rules.

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Amazons vs Valkyries

Bloodstone Press™

5th Edition Fantasy

Circle of Abundance

Because of Freyja's connection to fertility and abundance, many druids are members of Freyja's cult. Members of the Circle of Abundance celebrate the proliferation of new life in the Spring in both the plant and animal kingdoms. They also celebrate beauty in all of its forms—the curves of a woman's body, the delicate petals of a snowdrop flower, the uniqueness of a snowflake, the scent of fresh strawberries.

These druids serve their communities as arborists, farmers, and herbalists. Some specialize in husbandry overseeing the births of cattle and other livestock. Druids of the Circle of Abundance hold a yearly meeting in the Spring to exchange seeds, share herbal remedies for various ailments, and discuss best practices in husbandry.

Green Thumb

When you choose this circle at 2nd level, you can touch any plant as an action and instantly cause a berry to grow on it. When the berry is eaten (which counts as interacting with an object), the injester is nourished for one day and gains 1 temporary hit point plus 1 additional hit point for every 5 druid levels you possess. After using this ability 10 times, you can't use it again until you complete a long rest. A berry loses its potency if it is not consumed within 24 hours of its creation.

Mantle of Allure

When you choose this circle at 2nd level, you are constantly surrounded by an invisible mantle of divine energy that empowers your magic designed to captivate your foes. Whenever you cast a spell that causes a creature to make a saving throw against being charmed, the duration of the spell is doubled.

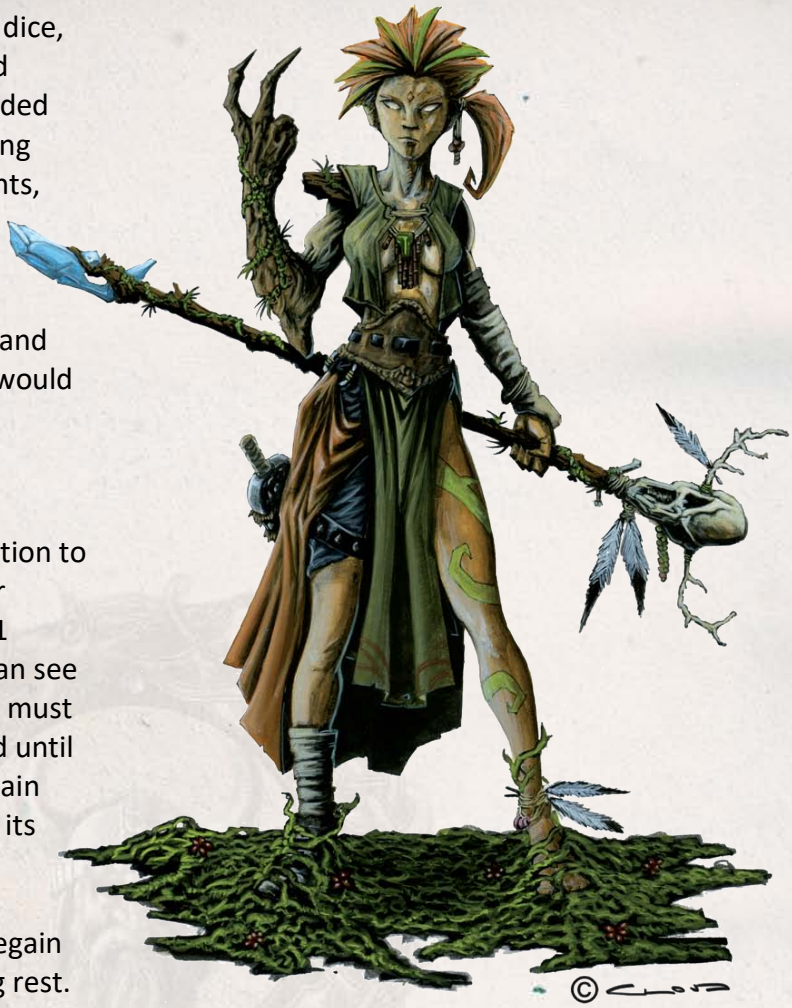
Circle Spells

Your mystical connection to beauty and abundance manifests itself in certain spells that bedazzle your foes, create food, and make replicas of yourself. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, 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 nevertheless a druid spell for you.

Druid Level	Spells
3rd	*enthrall, mirror image*
5th	*aura of vitality, create food and water*
7th	*conjure woodland beings, fabricate*
9th	*commune with nature, raise dead*

Cup Overfloweth

Starting at 6th level, you gain two abundance dice, which are d8s. An abundance die is expended when you use it. You regain all of your expended abundance dice when you finish a short or long rest. When you cast a spell that cures hit points, you can use a bonus action and expend one abundance die. Roll a d8 and add that amount to the total amount of hit points you heal. For example, if you cast *aura of vitality* and expend an abundance die (and roll a 4), you would heal the target creature 2d6 +4 hit points.



Heart-Stopping Beauty

When you reach 10th level, you can use an action to wrap your mantle around you and make your features glow with unimaginable beauty for 1 minute. During this time, any creature that can see you and attempts a melee attack against you must make a Wisdom saving throw or be paralyzed until the start of its next turn on a failed save, or gain disadvantage on attack rolls until the start of its next turn on a successful one.

You can use this feature twice, and you regain all expended uses of it when you finish a long rest.

Menagerie

Starting at 14th level, you become a wellspring of life and are constantly surrounded by small animals that perpetually spring from your essence.
You gain the effects of a permanent *conjure animals* spell cast as a 9th level spell. You are constantly surrounded by your choice of animals ranging from 2 HD down to ¼ HD. There can be any combination of HD and creatures you want, ranging from 4 beasts of 2 HD each up to 24 beasts of ¼ HD each or anything in between.

An hour after each conjured animal appears, it becomes a real animal and runs off to live its life in the wilderness. When that happens, new animals of your choice spring from your essence and behave in all ways as conjured animals for 1 hour, when they also become true animals and run off.

Circle of Arcana

Magic is a part of nature, just as fire, plants, and weather. Some druids specialize in the mystical aspect of nature, dabbling in wizardry, alchemy, and sorcery. Members of the Circle of Arcana study rare elements, unusual species, and metaphysical phenomena. Though they refrain from writing druidic lore, they collect and study books on history, philosophy, and magic.

These druids are reclusive and rarely take an interest in outsiders. When they leave their remote sanctuaries to interact with civilians, it is an auspicious sign. Druids of the Circle of Arcana hold an annual meeting during the Winter Solstice at their subterranean headquarters in Cambria where they exchange news, share lore, and discuss their collective goals.

Arcane Knowledge

When you choose this circle at 2nd level, you gain proficiency with alchemy kits and learn one of the following cantrips: *acid splash*, *chill touch*, *fire bolt*, *ray of frost*, or *shocking grasp*.

Arcane Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd level slot or two 1st level slots.

Circle Spells

Your interest in mysticism and alchemy has taught you spells that rely on chemicals and manipulate arcane forces. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, 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 nevertheless a druid spell for you.

Druid Level	Spells
3rd	*acid arrow, detect magic*
5th	*dispel magic, stinking cloud*
7th	*blight, dimension door*
9th	*cloudkill, scrying*

Antimagic Aura

Starting at 6th level, you can create an aura that shields you from harmful magic. When you cast any spell of 1st level or higher, you can use a bit of the spell energy to create a magic-damping aura around yourself that lasts until you finish a long rest. The aura absorbs hit point damage from spells and magical effects up to a total equal to twice your druid level + your Intelligence modifier. Whenever you take damage from a spell or magical effect, the aura takes the damage instead. If this damage reduces the aura to 0 hit points, you take any remaining damage.

While the aura has 0 hit points, it can't absorb damage, but it remains in effect. Whenever you cast another spell of 1st level or higher, the aura regains a number of hit points equal to twice the level of the spell.

Once you create the aura, you can't create it again until you finish a long rest.

Arcane Mastery

When you reach 10th level, you begin adding your proficiency bonus to any *dispel magic* or *counterspell* that you cast.

Arcane Body

Starting at 14th level, your body becomes so infused with magical energies that normal weapons can barely harm you. You gain resistance to all bludgeoning, piercing, and slashing damage from nonmagical weapons.

Meta Magic Feats

Druids of the Arcane Circle have exclusive access to metamagic feats. Rather than taking the Ability Score Improvement feature at 4th, 8th, 12th, 16th and 19th level, they can choose from the metamagic feats listed below.

Arcane Sorcery

Prerequisite: Druid Circle of the Arcane

You have learned to control and manipulate the natural arcane forces that exist all around you. Your influence over this omnipresent force is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have a number of sorcery points equal to your druid level. You can never have more sorcery points than your druid level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you learn more metamagic feats.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Careful Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Empowered Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Heightened Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell

Prerequisite: Arcane Sorcery, Druid Circle of the Arcane

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

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