

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. Here is a playtest option for that feature: the Circle of the Swarm.

Circle of the Swarm

Druids of the Circle of the Swarm reach out through their magical connection to nature and gather a host of fey spirits, which take the form of swarming beasts—be they buzzing insects, fluttering birds, slippery squids, or otherwise. The swarm becomes a potent force in battle, as well as helpful—if potentially disturbing—company for the druid. Some of these druids are outcasts or hermits, keeping to themselves and their attendant swarms rather than dealing with the discomfort of others. Other druids of this circle enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their swarm.

Circle Magic

2nd-level Circle of the Swarm feature

You learn the *mage hand* cantrip if you don't already know it. When you cast it, the hand takes the form of swarming nature spirits. You also learn the *infestation* cantrip and can cast it as a bonus action, with the following changes:

- The cloud takes the form of swarming nature spirits.
- The damage type is changed to piercing, though the DM might rule that it inflicts slashing or piercing damage based on the form of the spirits.

- You can choose the direction the creature moves on a failed save.
- You add your Wisdom modifier to the damage you deal with the cantrip.

Additionally, you require no components when casting either spell.

When you reach certain levels in this class, you gain access to the spells listed for that level in the Circle of the Swarm 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 Spells

Druid Level	Spell
-------------	-------

3rd	faerie fire
-----	-------------

5th	web
-----	-----

9th	gaseous form
-----	--------------

13th	giant insect
------	--------------

17th	insect plague
------	---------------

Gathered Swarm

2nd-level Circle of the Swarm feature

At 2nd level, you gain the ability to merge with your swarm. As an action, you can expend a use of your Wild Shape feature to merge with your swarm, rather than transforming into a beast form, and you gain 5 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage.
- You can occupy another creature's space and vice versa, and you can move through any opening large enough for a Tiny creature.
- You gain a flying speed equal to your movement speed and can hover.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

Scuttling Eyes

6th-level Circle of the Swarm feature

As an action, you can magically form one of the spirits of your swarm into the shape of a Tiny beast of your choice. The transformation lasts for 1 hour, at which point the spirit disappears. For the duration, the spirit has a speed of 40 feet, which it can use to walk, climb, fly, or swim. The spirit has your senses and telepathically relays what it sees and hears to you. During your turn, you can speak through the spirit, telepathically command it to move, and it can Hide using your bonus to Dexterity (Stealth) checks. The spirit has AC 18. If it takes damage, you must succeed on a Wisdom saving throw (DC equal to 10, or half the damage dealt, whichever is higher) or the spirit disappears. As an action, you can dismiss the spirit early. If you do, you can magically teleport to an unoccupied space within 5 feet of where the spirit disappeared. Once you use this feature, you can't do so again until you finish a long rest. You can also use it again by expending a spell slot of 3rd level or higher.

Writhing Tide

10th-level Circle of the Swarm feature

You can condense part of your swarm into a focused mass that lifts or sweeps you along. As a bonus action you can direct your swarm to aid you, choose one of the following additional benefits:

- Your walking speed increases by 10 feet, and you can take the Disengage action as a bonus action.
- You gain a climb speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without making an ability check.
- You gain a flying speed of 10 feet and can hover.

This benefit lasts until you choose a different one, or end the effect as a bonus action.

Storm of Minions

14th-level Circle of the Swarm feature

Your swarm can expel a seething storm of spirits that drains life from others. As an action, you create a magical sphere filled with an enraged swarm centered on a point you can see within 120 feet of you. The sphere has a 10-foot-radius and lasts for 1 minute. The sphere is difficult terrain for creatures other than you. A creature other than you that starts its turn in the sphere's area must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 2d8 necrotic damage and is blinded until the start of its next turn. On a successful save, it takes half as much damage and isn't blinded. At the start of your turn, if any number of Small or larger creatures took necrotic damage from the swarm, you regain

1d8 hit points. On subsequent turns, you can use a bonus action to move the sphere up to 30 feet. When you activate this feature, you can choose any number of creatures you can see to be unaffected by it. Once you use this feature, you can't do so again until you finish a long rest. You can also use it again by expending a spell slot of 4th level or higher.