

Druid

Druid: Circle of the Void

Tame the Destructive Force of the Abyss

Druids of the Circle of the Void tame the raw and all-devouring nature of the void to preserve the miracle of existence that sprang forth from it. Drawn across the Cosmos by the expansive nothing, Druids of this order are wandering guides and enlightened nomads who safeguard the perilous journey between worlds. The wisest among them conserve carefully and ensure nothing goes to waste.

Level 3: Circle of the Void Spells

When you reach a Druid level specified in the Circle of the Void Spells table, you thereafter always have the listed spells prepared.

CIRCLE OF THE VOID SPELLS

Druid Level	Prepared Spells
3	<i>Darkness, Inflict Wounds, Sanctuary, Silence</i>
5	<i>Air Bubble*, Vortex Leash*</i>
7	<i>Banishment, Death Ward</i>
9	<i>Greater Restoration, Void Smite*</i>

*See Chapter 6 — Spells, page XX

Level 3: Cosmic Wanderer

An adept and resilient traveler of the cosmic void, you gain the following benefits.

Reserve Breath. You can hold your breath for an extra number of minutes equal to your Druid level.

Silent Caster. When you cast a Druid spell, you can replace its Verbal components with Somatic components.

Level 3: Void Bringer

As a **Bonus Action**, you can expend a use of your Wild Shape to fill with void a **10-foot-radius Sphere** centered on a point you can see within **60 feet** of yourself. The Sphere reduces Bright Light within it to **Dim Light**, and you and allies in the Sphere can breathe as if there is fresh air. The effect lasts for **1 minute** or until you are Incapacitated, are more than **60 feet** from the Sphere, or die.

When you manifest the void, you can force each creature of your choice in the Sphere to make a **Strength saving throw** against your **spell save DC**. On a failed save, it takes **1d6** Force damage and, if the creature is Large or smaller, it is pulled up to **10 feet** toward the center of the Sphere. As a **Bonus Action** on subsequent turns, you can move the Sphere up to **20 feet** to another point within **60 feet** of yourself and impose the saving throw again.

The Force damage increases by **1d6** when you reach Druid levels 6 (**2d6**) and 10 (**3d6**).

Level 6: Resourceful Spellcasting

You skillfully conserve your magic from the void. When you expend a spell slot to cast a spell that forces a saving throw and all of the spell's targets succeed on the save, you can regain an expended spell slot (no action required). The slot regained must be of a level no greater than half the level of the initial slot expended, rounded up.

Once you regain a spell slot with this feature, you can't do so again until you finish a Short or Long Rest.

Level 10: Null Stride

As a **Magic** action, you can teleport up to **30 feet** to an unoccupied space you can see, or up to **120 feet** if the destination is an area of void (which includes the Sphere created by your Void Bringer). When you do, you can choose willing creatures within **5 feet** of you up to your **Wisdom modifier** (minimum of once) and teleport them with you. They appear in an unoccupied space nearest to your destination.

You can use this feature a number of times equal to your **Wisdom modifier** (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 14: Consuming Void

The size of the Sphere created by your Void Bringer increases to a **20-foot-radius** Sphere.

In addition, when a creature you can see in the Emanation (including yourself) takes any type of damage other than Psychic, you can take a **Reaction** to reduce the damage taken by an amount equal to your **Druid level**. If the damage is Cold, Fire, or Thunder, it is reduced by **twice your Druid level** instead.

Circle of the Void Spells

Air Bubble

Level 3 Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 8 hours

Classes: Cleric, Druid, Ranger, Sorcerer, Wizard

You create a small bubble around the noses and mouths of up to ten willing creatures you can see within range. Until the spell ends, the bubble provides targeted creatures with air of a type they can breathe.

Void Smite

Level 5 Transmutation

Casting Time: Bonus Action, which you take immediately after you hit a creature with a Melee weapon or an Unarmed Strike

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

Your weapon fills with a starry void as you strike. The attack deals an extra **5d8** Necrotic damage to the target and robs the target of air until the spell ends, choking it. While a creature is choking, it is **Deafened**, it cannot speak, and it must make a **Constitution saving throw** at the end of each of its turns, taking **1d8** Necrotic damage on a failed save or ending the spell on itself on a successful one.

Vortex Leash

Level 3 Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Paladin, Sorcerer, Warlock, Wizard

You create an intangible gravitational tether that binds you spatially to a creature you can see within range. When you cast this spell—and as a **Bonus Action** on each of your subsequent turns for the duration—you can force the target to make a **Strength saving throw**. On a failed save, you pull it **15 feet** straight toward you.