



CIRCLE OF THE UNICORN

NEW DRUID CIRCLE

Channeling their inner connection to the earth in order to control powerful spells and magic abilities, druids are the wardens of the natural world. Valuing the needs of all living things against their own, these primal mages are likely to feel out of place when joining the rest of civilization. However, when the balance of the natural world is at stake, nothing can quell a druid's determination and ferocity, rushing to thwart the efforts of evil and the unnatural—especially aberrations and undead.

CIRCLE OF THE UNICORN

Druids of the Circle of the Unicorn dedicate their lives to protecting and revering the unicorns that watch over the world's forests. In doing so, they emulate both the might and elegance of unicorns, protecting their allies and their land in defense against evil. While the original archdruids to form this circle were elves, many since have joined after being graced by the auspicious touch of a unicorn.

CIRCLE SPELLS

When you choose this circle at 2nd level, you have formed a bond with the spirit of a unicorn. The spirit may be a unicorn that you've met, or perhaps the spirit of one that watches over a forest under your protection. Regardless, your connection to this unicorn grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Unicorn 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 OF THE UNICORN SPELLS

Druid Level	Spells
2nd	<i>guiding bolt, shield of faith</i>
3rd	<i>calm emotions, pass without trace</i>
5th	<i>dispel magic, magic circle</i>
7th	<i>death ward, dimension door</i>
9th	<i>dispel evil and good, mislead</i>

GIFT OF THE UNICORN

Also starting at 2nd level, you can channel a portion of the unicorns' power.

Healing Touch. Your touch can heal wounds. You have a pool of healing power that you can draw on to restore a total number of hit points equal to your druid level $\times$ 5. You regain any spent hit points from this pool whenever you finish a long rest. You can touch a creature using an action to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from the pool to cure the target of one disease or one poison affecting it. You can cure multiple diseases and poisons with a single use of this feature, expending hit points as needed for each one. This feature has no effect on undead and constructs.

Unicorn Phantasm. You can use a bonus action to expend 1 use of your Wild Shape feature to summon a Large phantasmal representation of the unicorn. The horned phantasm appears in an unoccupied space of your choice that you can see within 30 feet of you. As part of this bonus action, and then again as a bonus action on each of your turns, you can move the phantasm up to 20 feet and then attack a target within 5 feet of it with the horn, using your druid spell attack bonus. On a hit, the target takes radiant damage equal to 1d8 + your Wisdom modifier. The damage increases to 2d8 once you reach 14th level in this class. Alternatively, you can touch a creature with the horn, instead of attacking with it, to restore a number of hit points to the target using your Healing Touch. The phantasm remains for 1 hour, until you end the effect (no action required), or until you create another one.

GRACEFUL ESCAPE

Starting at 6th level, you can use a bonus action to cause yourself and another creature of your choice within 5 feet

of you or your unicorn phantasm to become invisible until the end of your next turn. An invisible creature's speed is increased by 20 feet for the duration of the effect. You cease being invisible if you make an attack or force another creature to make a saving throw.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses of it whenever you finish a long rest.

MAGIC RESILIENCE

By 10th level, magic struggles to do you harm. You have advantage on saving throws against spells. Friendly creatures within 10 feet of your unicorn phantasm also gain this benefit.

UNICORN SHAPE

At 14th level, your connection to the unicorn causes an illusory unicorn horn to appear on your forehead. You can reveal or hide the horn using a bonus action. You also gain the ability to communicate telepathically with other creatures, out to a range of 30 feet, provided you share at least one language.

In addition, you can expend two uses of Wild Shape at the same time to take on the form of a Wildheart Unicorn, instead of a typical beast shape, using the following stat block.

WILDHEART UNICORN

Medium celestial

Armor Class 13 + your Wisdom modifier

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Resistances poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft. passive Perception 13

Languages all languages you know, telepathy 60 ft.

Challenge —

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 2d8 piercing damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone. The DC for this saving throw is equal to your druid spell save DC.

Circle Spellcasting. The unicorn can cast any spell from your Circle Spells list, using your druid spell slots, spell save DC, and spell attack bonus.

Magic Resistance Aura. The unicorn and creatures of its choice within 10 feet of it have advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* your druid spell attack bonus to hit, reach 5 ft., one target. *Hit:* 2d6 + your Wisdom modifier bludgeoning damage.

Horn. *Melee Weapon Attack:* your druid spell attack bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + your Wisdom modifier piercing damage plus 1d8 radiant damage.

REACTIONS

The unicorn can take one of the following reactions at the end of another creature's turn.

Heal Self. The unicorn magically regains hit points equal to 2d8 + your Wisdom modifier.

Horn. The unicorn makes one attack with its horn.

Shield of Faith. The unicorn casts the *shield of faith* spell on another creature, without using any spell slots. This version of the spell lasts until the end of the unicorn's next turn (no concentration required).