

DRUID CIRCLE

THE CIRCLE OF EYES

Assume otherworldly forms, grasp the maddening reality of the Far Realm, and stare into the eyes of infinity. Channel the otherworldly essence of the void beyond the stars with this subclass option for the Druid in 5th Edition **DUNGEONS & DRAGONS**.



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DRUID CIRCLE: THE CIRCLE OF EYES

This document presents a druid circle option for the druid class from the Fifth Edition **DUNGEONS & DRAGONS** *Player's Handbook*.

This is Playtest Material

The material presented herein is unofficial, draft, playtest content. This material is subject to revision pending playtest feedback and may or may not be appropriate for use in your own campaigns and adventures at your sole discretion.

DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature, identifying with a circle of druids of similar natural philosophy or spiritual purpose. This choice grants Druids features at 2nd level and again at 6th, 10th, and 14th level.

THE CIRCLE OF EYES

Druids of the Circle of Eyes commune with the void beyond the stars and they who dwell within it. They gather to enact complex rituals to observe this infinite realm, seeking to explore the inscrutable reality beyond the stars and to understand the forms of alien beings that exist there.

Druids of this Circle have a complex relationship with other Druid circles, many of which believe that otherworldly influence corrupts the natural order of the world. Druids of the Circle of Eyes however, believe that alien life plays a crucial role in the greater cosmic natural order, and that aberrant influence is not, in and of itself, unnatural. Many Druids of this Circle keep their otherworldly fascination secret, wishing to avoid contention with those who would reject their exploration of the unknown.

Bonus Language

When you choose this circle at 2nd level, you learn to speak Deep Speech if you don't already know it.

Circle Spells

Your otherworldly insight grants the ability to cast certain spells. At 2nd level, you learn an additional druid cantrip of your choice. At 3rd, 5th, 7th, and

9th level you gain access to the spells listed for that level in the *Circle of Eyes 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 Eyes Spells

Druid Level Spells

3rd	detect thoughts, mind spike
5th	hunger of Hadar, tongues
7th	dimension door, phantasmal killer
9th	contact other plane, contagion

Otherworldly Forms

Starting at 2nd level, your observations of the otherworldly have taught you to magically transform your body, mimicking alien forms. As an action, you can expend a use of your *Wild Shape* to alter your body, choosing a feature from the list of *Otherworldly Transformations* and gaining its benefits. When you use this feature, you gain a number of temporary hit points equal to your druid level.

This transformation lasts for 10 minutes, or until you end it early by using a bonus action on your turn. The transformation ends early if you fall unconscious, drop to zero hit points, or die.

Aberrant Transfiguration

Starting at 6th level, you can combine your otherworldly transformations and natural forms. When you use your *Wild Shape* to assume a beast form, you may also use your *Otherworldly Forms* as part of the same action. When you transform in this way, you retain the ability to cast the cantrip associated with the chosen *Otherworldly Transformation* while in your beast form and your creature type becomes aberration.

Weird Understanding

When you reach 10th level, you can't be charmed or frightened by aberrations, and whenever you make

an Intelligence (Arcana) knowledge check for an aberrant creature, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Alien Mind

By the time you reach 14th level, your mind has been irreversibly altered by your exposure to the Far Realm. You are immune to the effects of madness and gain resistance to psychic damage. Additionally, whenever a creature tries to read your thoughts, deals psychic damage to you, or uses a spell or ability which would force you to roll a Wisdom saving throw, that creature must succeed on an Intelligence saving throw against your spell save DC or be stunned until the end of its next turn.



OTHERWORLDLY TRANSFORMATIONS

If an aberrant transformation has prerequisites, you must meet them to use it.

CAUTION: DISCRETION ADVISED

The following content includes brief descriptions of transformations that some readers may find unsettling or disturbing.

Arms of the Slimy Ones

Prerequisites: thorn whip cantrip

Your arms transform into lengthy slime-slathered tentacles. The tentacles can stretch outwards up to 30 feet and have the necessary Dexterity to grasp objects up to your carry weight and perform complex tasks, such as the somatic components of spells. Additionally, when you hit a creature with your *thorn whip* cantrip, you may force the creature to make a Strength saving throw against your spell save DC, becoming grappled until the end of your next turn on a failure.

When you reach 10th level in this class, you can use your tentacles to deliver the effects of certain spells. Your druid spells with a range less than 30 feet can be cast out to a range of 30 feet.

Eyes of the Infinite

Prerequisites: resistance cantrip

Your eyes rapidly divide and spread over much of your face, becoming hundreds of glaring pupils prying into the space, and time, about you. You gain darkvision out to a range of 120 feet and can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent to you. Additionally, your multitude of eyes sometimes catch glimpses of that which has not yet come to pass, sometimes mere moments beforehand. In addition to its normal cast time, your *resistance* cantrip gains an alternative cast time of “1 reaction, which you take when you or an ally you can see within range must make a saving throw.”

When you reach 10th level in this class, your eyes can pierce the veil of illusion. You see invisible creatures and objects within 120 feet of you as if they were visible and gain a +10 bonus to

Intelligence (Investigation) checks made to discern illusions.

Flesh of the Wormlords

Prerequisites: infestation cantrip

The surface of your body suddenly writhes and ripples, betraying the mess of worms now within it. Unbound of flesh and bone, you suffer no penalties from squeezing and can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Additionally, the flesh of worms spreads like a contagion. Once per round, when a creature ends its turn within 5 feet of you, you can cast your *infestation* cantrip targeting the triggering creature (no action required).

When you reach 10th level in this class, the spread of the worms becomes more virulent. Saving throws to resist the effects of your *infestation* cantrip are made with disadvantage.

Gasp of the Weezing Woe

Prerequisites: poison spray cantrip

With an abrupt hiccup, your throat inflates outwards in a translucent, bulbous, frog-like sac. This fume-filled sac is buoyant and gives you resistance to falling damage and advantage on ability checks and saving throws made to swim or stay afloat in water. Additionally, when a creature fails its saving throw against your *poison spray* cantrip by 5 or more, it becomes poisoned until the end of your next turn.

When you reach 10th level in this class, the fumes fully manifest their aberrant nature. Your *poison spray* cantrip ignores resistance and immunity to poison damage or the poisoned condition of non-aberrant creatures.

Legs of the Bladewalkers

Prerequisites: primal savagery cantrip

Chitinous blade-like legs erupt outwards from your back. The legs are simple limbs, up to ten feet long, which suspend your body up to 5 feet into the air and can be used for simple tasks, such as jabbing at objects. While in this form, opportunity attacks against you are made with disadvantage. Additionally, you can use these legs to make the

melee spell attack of the *primal savagery* cantrip, dealing an extra 1d6 slashing damage on a hit.

When you reach 10th level in this class, you become well accustomed to the Legs of the Bladewalkers. Your speed increases by 10 feet and you gain a climbing speed equal to your walking speed. Additionally, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, while leaving your hands free.

Mind of the Thought Drinkers

Prerequisites: thunderclap cantrip

Your skull rapidly swells upwards and outwards, making room for expanded psionic faculties. You can perceive the content of any telepathic communication used within 60 feet of you and cannot be surprised by creatures with any form of telepathy. Additionally, you can transmute the energies of certain spells into psionic force. When you cast your *thunderclap* cantrip, you can cause the damage to be psychic damage instead of its normal damage type, and creatures of your choice that you can see automatically succeed on their saving throws against the spell.

When you reach 10th level in this class, you learn to project psionic force with greater acuity. The range of your *thunderclap* cantrip increases to 30 feet, and you can cast *levitate* on yourself at will, without expending a spell slot or material components.

Playtest Feedback

We'd love to hear your thoughts! Once you feel like you've gotten a feel for this content, please take a moment to respond to our short playtest survey and give us your feedback!

Your playtest feedback is the best way for us to continuously improve our content.

Feedback Link

<https://dndtime.stream/#feedback-eyesdruid>

Attributions & Special Thanks

This content was created by Jeremy over at <https://www.twitch.tv/dndtime>. Special thanks to everyone in the DnDTime community for their feedback and overwhelming support.



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SC-001 - BARDIC COLLEGE

The College of Color

<https://www.dmsquild.com/product/309684/>

Paint your whims and spells into physical existence and explore the power of artistic creation with this subclass option for the Bard.

SC-002 - BARDIC COLLEGE

The College of Psychology

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Manipulate the psyche to empower your companions and to tear down your foes with this subclass option for the Bard.

SC-003 - BARDIC COLLEGE

The College of Mystique

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Bestow the banes and boons of fate and fortune, delve into otherworldly magics, and weave doom into your enemies' fates with this subclass option for the Bard.

SC-004 - OTHERWORLDLY PATRON

The Great and All-Powerful Genie

<https://www.dmsquild.com/product/313480/>

Use the power of magical relics of your patron's collection, wreathe yourself in fantastical illusion, and ultimately wield the unmatched cosmic power of a genie's Wish with this subclass option for the Warlock.

SC-005 - OTHERWORLDLY PATRON

The Great Tree

<https://www.dndtime.stream/#treewarlock>

Explore the vastness of existence and reclaim those who would stray from the cycle of life and death with this subclass option for the Warlock.

SC-006 - DRUID CIRCLE

The Circle of Eyes

<https://www.dndtime.stream/#eyesdruid>

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