

DRUID CIRCLES

CIRCLE OF THE FOUNTAIN

Myths of a mystical fountain where anti-aging water flows have filled tomes for centuries. The Circle of the Fountain is rumored to have partaken in the waters which enhance their healing magic. No one but the Circle knows for sure, but Fountain druids use the rejuvenating properties of water to repair and enhance the body and nature itself.

ADDITIONAL CANTRIPS

When you join this circle at 2nd level, you learn the *spare the dying* and *shape water* cantrips.

ENCHANT WATER

Beginning at 2nd level, when you are preparing your spells after a long rest, you may choose to expend any amount of spell slots to enchant vials of mundane water with healing magic. A creature may drink or otherwise consume the water to instantly restore 1d8 per spell level of the spell slot expended for that vial plus your Wisdom modifier hit points. When healed by an enchanted vial, the target is considered to have been healed by a spell cast by you. When you take a long rest, all enchanted vials lose their magical properties and become mundane water.

CIRCLE SPELLS

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 nonetheless a druid spell for you.

Druid Level	Circle Spells
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3rd	<i>aid, cure wounds</i>
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5th	<i>revivify, wall of water</i>
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7th	<i>control water, death ward</i>
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9th	<i>mass cure wounds, raise dead</i>
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LIFE GIVING

At 6th level, whenever you spend a druid hit die to heal during a short rest, you may instead choose to restore 8 + your Wisdom modifier + the target's Constitution modifier hit points to a target.

SOOTHING WATERS

When you reach 10th level, you gain swim speed equal to your walking speed and you can breathe and speak in water as if it were air.

In addition, when at least half of your body is submerged in water, you regain 1 hit point at the start of each of your turns (10 hit points each minute).

HEALING FLOW

Starting at 14th level, any creature that is healed by one of your druid spells regains hit points equal to the spell's level at the start of each of their turns for a number of turns equal to your Wisdom modifier. A creature can only benefit from the flow of one spell at a time.

CREDITS

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