

## CIRCLE OF THE AURORA

Druids of the aurora hail from the northern frozen regions, accustomed to the dire cold and dark nights, they grew fond of it, for only in those dark hours could you truly see the beauty of the aurora borealis. This wonder of nature guides those druids, its light shining through them. They are known to use the northern lights to charm recalcitrant creatures, and intend to bring the beauty of this light across the Realms.

### CIRCLE SPELLS

Your connection to the aurora borealis grants you access to certain spells. At 2nd level, you learn the *Sacred flame* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Aurora 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.

### CIRCLE OF THE AURORA SPELLS

#### Druid Level Spells

3rd	<i>Moonbeam, Suggestion</i>
5th	<i>Sleet storm, Hypnotic pattern</i>
7th	<i>Sickenning radiance, Charm monster</i>
9th	<i>Cone of cold, Geas</i>

### MESMERISING LIGHT

At 2nd level, as a bonus action you can attempt to charm an enemy within 60ft of you with the beauty of the aurora. The creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes Charmed until the end of your next turn. While Charmed by this feature, the creature is Incapacitated and has a speed of 0. The effect ends early the creature takes any damage.

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

### EMBODIMENT OF THE FROZEN LIGHT

At 2nd level, as an action, you can expend a use of your Wild Shape feature to let the aurora shine through you, rather than transforming into a beast form, you gain the following benefits:

- Your form, just like the aurora, becomes fleeting, making it hard to discern you, you can add your Wisdom Modifier to your AC.
- Your speed increases by 10ft.
- Once per turn if you deal radiant or cold damage you can add your Wisdom Modifier to one damage roll.

Those effects end after 10 minutes, or immediately if you don or wear medium, heavy armor, a shield, or are incapacitated. (You cannot benefit from this feature if you already add your Wisdom Modifier to your AC).

### BEGUILING AURORA

Starting at 6th level, you get advantage on saving throws against charm effects.

In addition your spells and abilities ignore immunity to the charmed condition and instead those creatures have advantage on saving throws against your charm effects.

### GUIDING LIGHT

You are accustomed to the longest days and the longest nights. At 10th level, you gain resistance to radiant and cold damage. In addition you always know which way is north and cannot get lost.

### BOREAL DANCER

At 14th level, you are ephemeral like the aurora. While you are using your *Embodiment of the Frozen Light* feature, you can choose to use your movement speed by teleporting instead of walking.

In addition if you roll initiative and have exhausted all uses of *Mesmerising Light*, you regain one use of that feature.