

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE OBELISK

The Circle of the Obelisk seeks to evolve lower lifeforms by channeling the mysterious power of an artifact known as the Obelisk. Black like the ichor between stars, this strange, rectangular prism has magically appeared throughout the cosmos, landing on primitive worlds and granting the inhabitants there with the spark of knowledge. Druids in this circle believe that the Obelisk is responsible for all true evolution, and directly shaped all intelligent life in the universe; yet, very little is known about it. These druids seek to find the Obelisk's current location, unravel its mysteries, and raise themselves to a higher evolutionary state.

EVOLUTIONARY

Starting at 2nd level, you have a pool of 4 Evolution Dice, which are d4s, that you can use to raise yourself and your allies to greater power. As a bonus action on your turn, you can choose a creature you can see within 60 feet, spend 1 Evolution Die, and roll it. You increase one of that creature's ability scores of your choice by the amount rolled, to a maximum of 20, for 1 minute. A creature can have only 1 ability score increased by this ability at a time.

You regain all expended Evolution Dice when you finish a long rest.

TRANSIENT AWAKENING

At 6th level, you can bestow limited sentience on a lower form of life. You can cast the spell *speak with animals* or *speak with plants* without using a spell slot or spell components.

Once you use this ability, you can't use it again until you finish a short or long rest.

SUPERIOR HEALTH

Beginning at 10th level, your biology is impeccable; immune to the ravages of lesser beasts. You gain immunity to one of the following conditions of your choice: blinded, deafened, incapacitated, or poisoned. You can change this selection when you take a long rest.

HIGH EVOLUTIONARY

By 14th level, you have reached the pinnacle of your form. Each of your ability scores increase by 2, to a maximum of 20.

