

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 DRUMS

The Circle of Drums is a druidic circle focused on sharing, community and the group consciousness. They gather in impromptu groups to sing, chant and play drums in an entirely improvised performance – in many cases the druids will sit in a literal circle while they do so. Through their drumming, the druids aim to connect with each other on a spiritual level, finding a 'groove' that exists within the gestalt consciousness of the circle. Drum Circle druids believe that this groove is a musical representation of the power of nature and that by experiencing it, they are able to commune directly with the spirits of the earth.

BONUS PROFICIENCIES

When you choose this circle at 2nd level, you gain proficiency with drums and one other musical instrument of your choice.



RHYTHMIC SPELLCASTING

Also at 2nd level, you can cast your druid spells using a musical instrument as the spellcasting focus. Furthermore, you no longer need to prepare druid rituals in order to cast them as long as you perform the ritual using a musical instrument.

CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected with the shared consciousness of your circle.

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.

DRUM CIRCLE SPELLS

Druid Level	Spells
3rd	<i>calm emotions, enthrall</i>
5th	<i>magic circle, tongues</i>
7th	<i>freedom of movement, Otiluke's resilient sphere</i>
9th	<i>circle of power, teleportation circle</i>

SHARED GROOVE

Starting at 6th level, if you spend 10 minutes playing music with other creatures, you gain the ability to communicate telepathically with them for the next hour, whether or not you have a common language, as long as you are within 300 feet of them. The communication goes both ways between you and each partner, but there are no direct links between the other creatures; they can only communicate with you.

GOOD VIBES

At 10th level, you begin to exude positive energy that bolsters the willpower of nearby allies. You have resistance to psychic damage and friendly creatures within 15 feet of you have advantage on saving throws against being frightened.

PEACE AND LOVE

When you reach 14th level, people you meet sense your connection to nature and become hesitant to attack you. When a humanoid creature attacks you, it must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.