



DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The following *Circle of Farsight* option is available to a druid, in addition to the options offered in the *Player's Handbook*.

CIRCLE OF FARSIGHT

Many Druids may seem as though they have powers of clairvoyance. In truth these Druids simply read the signs of nature to learn of things like incoming weather and the onset of extreme seasons. There are, however, those Druids who indeed have powers of Farsight. Whether by reading tea leaves, examining entrails or casting bones these Druids are able to glimpse events to come and even influence whether these things shall come to pass.

CIRCLE OF FARSIGHT FEATURES

Druid Level	Feature
2nd	Clairvoyant Focus, Read Signs
6th	Prescient Awareness
10th	Intuited Prediction
14th	Shared Glimpse

CLAIRVOYANT FOCUS

When you choose this circle at 2nd level, you acquire whatever tool you use to predict the future, such as a Tarot deck, a set of carved bones or a sacred teapot. This item becomes your druidic focus. If it is ever lost or destroyed you must spend 8 hours and 10 gp creating a new one.

While you have your clairvoyant focus on your person, spells from the *Divination* school of magic are added to your spell list. These spells count as Druid spells for you, and you may prepare them as you would your other spells during your daily preparations.

READ SIGNS

Starting at 2nd level you gain the ability to read the signs using your clairvoyant focus in order to predict the future. You may spend 10 minutes performing a ritual, at the end of which you must expend a spell slot of a level of your choosing, gaining a number of charges equal to the level of the spell slot expended.

As a reaction, you may expend any number of these charges to influence the result of a roll of a d20 after you know the roll but before you know the outcome, increasing or decreasing the number shown on the dice by the number of charges expended. If this would increase the number on the dice to a 20 for an attack roll then the attack scores a critical hit.

These charges last until your next long rest, and any charges not expended before completing your next long rest are lost.

PRESCIENT AWARENESS

Your glimpses of the future safeguard against unseen dangers. Starting at 6th level, you cannot be surprised at the beginning of combat.

INTUITED PREDICTION

Your natural mental talents further amplify your clairvoyant capabilities. Starting at 10th level, at the start of each day you gain a number of charges for your *Read Signs* feature equal to your Wisdom modifier (minimum of 1). These charges are lost at the end of the day if they are not expended.

SHARED GLIMPSE

You are able to briefly share visions with those around you to warn of coming dangers. Starting at 14th level, you and any creatures of your choosing that you can see may add your Wisdom modifier (minimum of 1) to their Initiative rolls. The creature must have an Intelligence score of 8 or higher to receive this benefit.



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