

The Circle of Evolution

The Circle of Evolution is an enclave of druids dedicated to the Simic Combine's ideals of growth and change in an ordered, laboratory setting. These druids find themselves at home in the grand halls of the Speakers, vast libraries filled with genealogy and taxonomy, and the deep pools where monstrous beings swim. Many druids of the Circle of Evolution work hand in hand with transmutation wizards, genetically modified fighters, and those interested in life sciences outside the guild. Their ability to adapt themselves and their parties is unparalleled amongst all but the most specialized spellcasters, and can find a creative solution to almost any encounter.

At second level, members of the Circle of Evolution gain access to the circle of Evolutions adaptive biomancy. Some of these abilities get stronger and stronger as your druid level increases, in line with your perfection of the craft.

Adaptive Magic: Whenever you cast a spell targeting an ally, you may expend one wild shape use to add an Evolutionary Trait with the Adaptive Magic feature. This feature ends when you use this feature again, the subject is incapacitated, unconscious, or willingly resists the extra effect.

Evolutionary Shape: Whenever you wild shape, you may add an extra evolved trait to your new form. This trait ends when your wild shape ends.

Circle of Evolution Spells: At third level, you gain access to a list of spells specific to your area of study. These spells do not count against your prepared spells list, and may not be swapped out for spells on the Druid spell list.

Cantrips: Primal Savagery

3rd Level: Healing Spirit, Dragon's Breath

5th Level: Haste, Life Transference

7th Level: Giant Insect, Stoneskin

9th Level: Commune with Nature, Skill Empowerment

Mutation Morphology: At sixth level you gain the knowledge and practice to evolve willing allies semi-permanently. Once per day, after a long rest, you may imbue a willing creature with an Evolutionary Adaptation for 24 hours. This trait remains if the subject is incapacitated, transmuted, or targeted by the **Adaptive Magic** ability.

The process for applying **Mutation Morphology** comes at a cost. The applied subject must remain in a stasis pod for 1d8 hours whenever a mutation is applied, and is fully unconscious while in stasis. The fluids filling a stasis pod cost 15 gold, due to the unique scientific and magical properties contained within it. New fluid must be purchased for each use of the pod. To preserve a mutation beyond its given time limit, a special vial of related genetic

fluids must be injected into the subject once per 24 hours, and each dose costs 3 gold. Applying this vial of fluid to an unmutated creature has a 50% chance of passing the mutation successfully for 1 hour, or the body rejects the fluid and takes 10 D10 necrotic damage on a DC 19 con save, or half as much on a success.

Rapid Adaption: At tenth level your studies have enabled you to strengthen your wild shape. The maximum CR of your Wild Shape becomes 2, and at twelfth level becomes 3.

Mutation Nova: At fourteenth level you gain the ability to hybridize multiple subjects, including yourself, at once. Choose any evolutionary trait. All willing creatures you choose in a 15-foot radius gain that trait for 3 hours, until you are incapacitated, or until you end the effect.

Evolutionary Traits

The traits that you can apply to you and your subjects are as diverse and useful as the creatures that originally evolved them, and as such require a great depth of knowledge of life sciences in order to put them into practice. At second level, you may pick two major adaptations and three minor adaptations. You have learned the proper evolutionary steps necessary to graft or produce these effects onto subjects, and can access them as if they were your prepared spells. Learning new Adaptations is encouraged among members of the Circle of Evolution, but it is costly. Major Adaptations require a weeks' worth of intense study under biomancers responsible for Krasis production and research, and 100 gold to pay for test subjects and the materials necessary for trial and error. Minor Adaptations take 1d4 days' worth of study, and 15 gold per day.

Major Adaptations

-Acidic Skin- Any creature that touches or attacks the subject within 5 feet takes 2 (1d4) acid damage (1d8 at level six, and 1d12 at level 16).

-Armored Hide- The subject's armor class increases by 3 (4 at level eleven).

-Bioluminescence- The subject grows markings and patterns that grant them advantage on saving throws against magical effects. At level 11, you may add a minor trait when you use this trait.

-Flight- At sixth level, the subject grows wings and gains a flying speed equal to their walking speed.

-Grabbers- Your subject grows adaptations suited towards grappling. These may be talons, extra digits, or suction cups. Unarmed strikes made by the subject may result in a grapple, from which the target must succeed a DC 13 strength athletics check or saving throw to escape (DC 15 at level 6, and DC 19 at level 16).

-Intimidation- Your subject grows frills, hackles, spines, fangs, and other traits to terrify other creatures. The subject may force each creature within 15 feet of it to make a DC 12 wisdom save (DC 14 at sixth level, and DC 18 at sixteenth level) or become frightened of the subject for 1 minute. The subject also has advantage on nature and intimidation checks to assert dominance over wild animals.

-Regeneration- Your subject gains hit points at the beginning of its turn, unless incapacitated. This begins at 2 hit points, becomes 5 at sixth level, and 10 at sixteenth level.

-Venom Sting- Your subject grows toxic glands, and when it bites, slashes, or otherwise deals damage with claws, spines, or fangs, the target must make a DC 12 constitution saving throw (DC 14 at sixth level, and DC 18 at sixteenth level). At sixth and sixteenth levels, the target is paralyzed for 1 minute.

Minor Adaptations

-Aquatic Nature- The subject gains a swim speed equal to its walking speed.

-Chameleon Skin- The subject grows camouflaging patterns, allowing it to gain advantage on stealth checks made to hide. Walking at half speed keeps this trait.

-Climbing Claws- The subject grows hooked claws, granting it a climbing speed equal to its walking speed.

-Commune- The subject learns the ability to communicate telepathically through pheromones and expressions. It can express simple ideas and knowledge to a creature that can see it within 60 feet without speaking.

-Heightened Awareness- The subject grows eye stalks, enlarged ears, barbels, and thus cannot be surprised and gains advantage on perception checks. While submerged, the subject has a blindsight of 30 feet.

-Leaping Legs- The subject's legs grow in strength and ability, allowing them to jump further. Their long jump becomes 20 feet, and this increases to 30 feet and 40 feet at sixth and sixteenth levels, respectively. Their high jump becomes 10 feet, and increases to 20 feet and 30 feet as detailed above.

-Stabilizing Legs- The subject's legs reshape themselves in favor of balance, allowing the subject advantage on saving throws that would push them or knock them prone. They may also reduce fall damage by 5.

-Urticating Hairs- The subject creates a cloud of fine hairs around itself in a 20 foot radius once per short rest. Creatures within the area must make a DC 12 constitution save or become blinded until they succeed.