

DRUID CIRCLE OF THE TIMELESS

The Circle of Timelessness was originally formed by self-proclaimed purists and traditionalists who rejected all the other circles, often calling them corruptions and deviations from the original ways. This circle emphasizes the eldest traditions and ways of druidity, through a variety of ancient forms of studies.

CIRCLE SPELLS

Your connection to the plague grants you capabilities other Druids don't have. At level 3, 5, 7, and 9, your spell list gains the following spells. They are Druid spells for you. You can't unlearn these spells, and they don't count against the number of spells you can have in your spell list.

TIMELESS SPELLS

Ranger Level	Spell
3rd	Hold Person, Knock
5th	Catnap, Speak with Dead
7th	Banishment, Dimension Door
9th	Commune, Raise Dead

PREHISTORIC SHAPES

You've learned the secrets of creatures of the past. Starting at level 2, when you use Wild Shape, if you select a dinosaur, you may select a CR equal to twice what you would normally be able to do.

ALLIES OF OLD

Starting with level 2, ancient creatures have a particular reverence for you. You have advantage on all Charisma (Performance) and Charisma (Persuasion) checks against creatures from previous ages.

TRACENDENT CASTING

You have abnormal speed and skill in casting, thanks to your timeless nature. Beginning at level 6, once per long rest, you may cast a spell with a spellcasting time of 1 minute or less as an action.

DISASTER GUARD

Your existence continues beyond the tragedies and disasters of the ages. Beginning at 10th level, you are immune to the effects of extreme heat and cold, can hold your breath for up to 30 minutes more than normal, and are not impacted by extreme pressures caused by being underground or underwater or similar effects.

REVERT INJURIES

Once per long rest, starting at level 14, you may heal any ally you can see within 120 feet of you for half of their hit points. This also removes all effects causing blindedness, deafness, paralysis, petrification, and poisoning. You are able to revert time to preserve the health of your allies.